ZERO

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INTO THE M C



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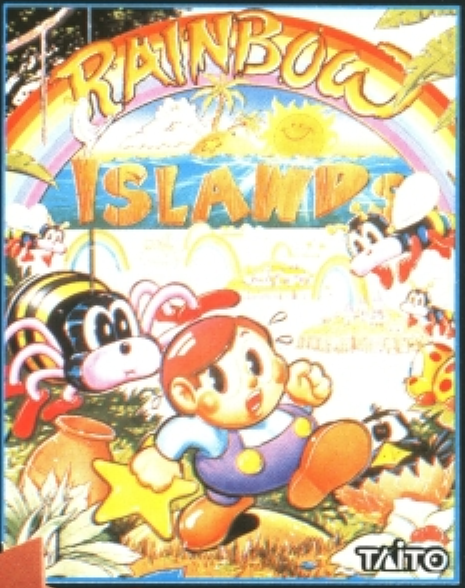


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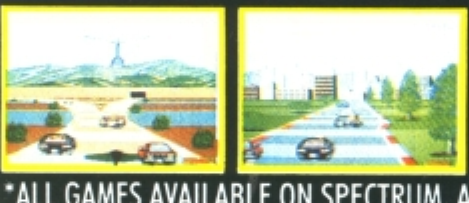




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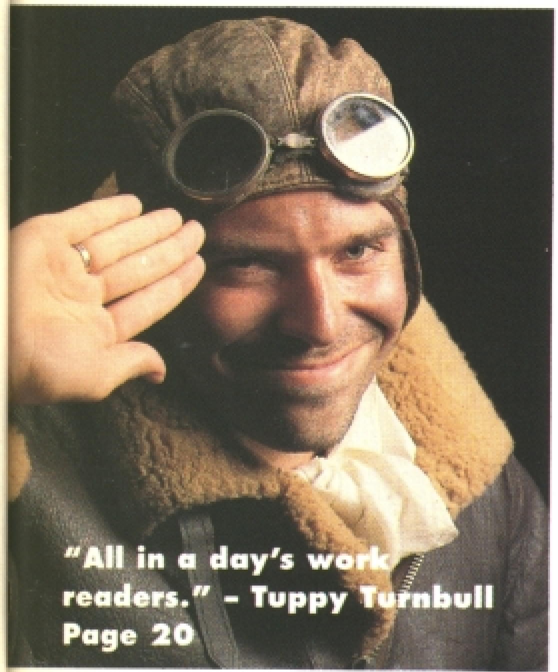


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ZERO 9



They think it's all over... It is now! Page 44



"All in a day's work readers." – Tuppy Turnbull Page 20



Desperately Sea King my *F-19* Page 30



It's mammoth! It's Unreal! Page 34

GAMES LIST

ZERO's answer to the Encyclopedia Britannica...

ZERO

14 Rathbone Place, London W1P 1DE.
071-323 3332

PUBLISHER Teresa Maughan

EDITOR Tim Ponting

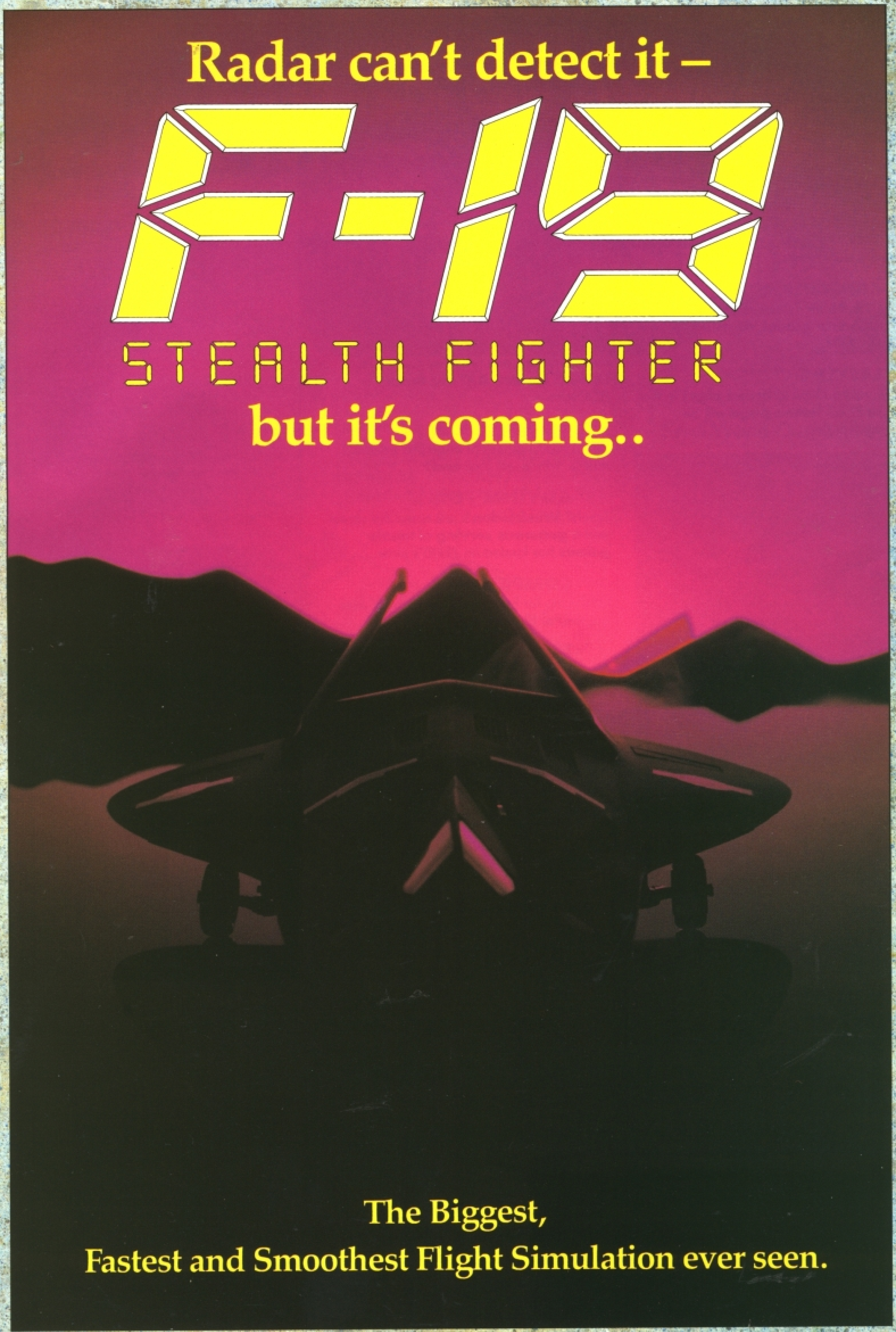
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FLY F19 SOON ON YOUR ATARI ST AND COMMODORE AMIGA.

MICROPROSE

IBM Screen shots shown. Actual screens may vary.



BRAIN BOX

Atari has launched a new 1040 STE bundle for people with exceptionally large brains.

As well as the extra memory and everything, people who fork out £499 for the 520ST's big brother will get eight free pieces of software. These are Kuma's *ST Word*, *ST Base*, *ST Calc* and *ST Graph*, *First BASIC* (with a big fat manual), an enhanced STE version of *Hyperpaint*, Incentive's *STAC* games creator and Arc's *Prince*.

TOON TOWN GAMES

Disney is set to enter the games market with its own label featuring all the famous characters.

The company will be concentrating on both educational and leisure products with the first title due to arrive in the autumn. Quite what characters will feature in the first offering is unclear but Disney promises that all the favourites will appear at some time. The firm plans to release product on all 16-bit formats and the possibility of a tie-up with one of the console manufacturers is also on the horizon. A spokesman commented: "We aim to produce intelligent, entertaining and fun products that will fulfil basic consumer needs." So now you know.



4

Computer games are well on their way to becoming a TV sport like snooker and darts. Channel 4 is currently investigating the possibility of adding 'Computersport' to the long list of pastimes – such as Skateboarding, Water Polo, and Kick Boxing – it has already featured.

It's a few months away yet but, if everything goes to plan, a 13 part half-hour series could arrive by the end of the year. The TV company behind the idea is at present deciding just how it should be put together. Four game types – sport, shoot 'em/beat 'em ups, simulators and platform games – are all likely to have coverage.

The series will either feature a roadshow and then a grand final or have different competitors and winners every week. And yes, Channel 4 will be looking for players – so get practising and keep buying ZERO for more details.

The programming house behind games like *Rick Dangerous* and *Impossamole* has become a label in its own right called Core Design. It still has a couple of projects for other firms yet to appear (*Rick Dangerous II* for MicroProse and *Monty Python* for Virgin) but July should see the release of its first title – *Corporation* – on the Core label (see the exclusive preview on page 11). Four games are due for release this year, with *Torvak The Warrior* (a Golden Axe-style hack 'em up) arriving around September time.

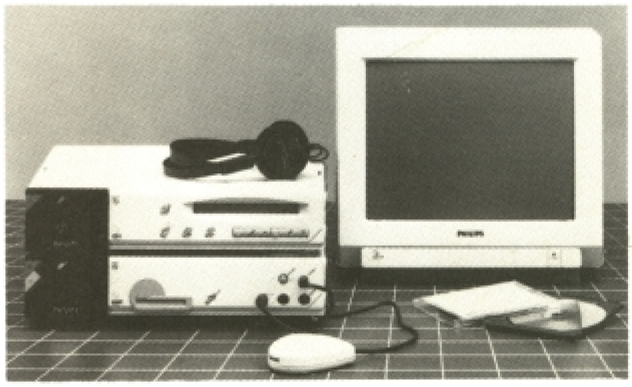
ON ME'E

After much speculation in the tabloid press, ZERO can reveal that Liverpool ace John Barnes has signed not with Real Madrid, AC Milan or even Walsall. Instead, the much-prized signature has been won by Krisalis Software.

John 'John' Barnes was apparently attracted to the deal because it means he can actually stay with League champions Liverpool while Krisalis simply gets on with producing a John 'Nickname' Barnes computer game for some time next year.

The man himself has recently been voted Footballer Of The Year for the second year running, picked up yet another League champion's medal and

PRINCE PHILIPS



Philips' much-hyped and much-admired CD-I system will be launched in the UK late next year with a price tag of around 700 sponds.

The revolutionary machine actually went on show in Britain for the first time at the recent *Which Computer?* Show at Birmingham's NEC. There, excited hordes gasped in amazement as they witnessed for the first time the potential that lies in a multimedia system combining text, sound and graphics on a 650 Mb CD.

Already industry pundits are predicting that the system will herald a new era in games which will combine the qualities of video and CD. Philips claims that around 200 titles are currently being worked on for release to coincide with CD-I's arrival. All the top leisure publishers in Europe are known to be working on their own surprise packages for the machine.

CD AMIGA



Go somewhere private like the, erm toilet, open the box and take a look.

The eagerly awaited CD Amiga is to be launched in the UK later this summer. Despite Commodore getting ever so upset about all the leaks, ZERO can reveal that Activision, Mindscape, Mirrorsoft and Virgin Mastertronic are already beavering away on games for the new machine. And they could be as low as £20-£25 each.

But the machine itself isn't going to be cheap. After originally planning a sub-£500 CD games system, the word now is that Commodore wants the machine to be a "complete home entertainment system" – which basically means it does rather more than run very impressive games. For £750-£800, the gadget can be used as a games machine, hi-fi, do very clever things with video and probably make tea as well.

After being shown first at the Chicago CES Show in early June, it will get a special UK launch for the press 'somewhere'. Then, in September, it will be unveiled for everyone to see at the Computer Entertainment Show in Earl's Court, London.

'ED



looks certain to play a major part in England's bid for glory in Italy this summer.

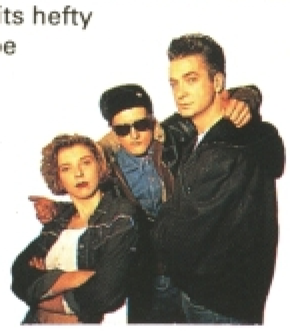
Krisalis tell us that a meeting with Barnes has already been arranged where he will advise on technical stuff like kicking and heading.

CHRISTMAS GALLUPS ON

Leading publisher Activision has stuck its neck out and predicted this year's Christmas number one.

The candidate being put forward for Yuletide dominance is *Beastbusters*, a hot and particularly gory SNK coin-op which has been number one in the Japanese arcades for three months. The cabinet version actually featured three guns and ever such a lot of shooting. Home computer versions may lose out on the number of guns, but there will undoubtedly be just as much shooting.

Activision claims it had to fight off intense competition to secure the licence and is confident its hefty investment will be rewarded with a festive smasheroonie. Other coin-ops secured by the firm for autumn release include Irem's *Dragon's Breed* and UPL's *Atomic Robokid.*



The, erm, Beastbusters

'ERE WE GO (AGAIN)



Apparently, a bunch of chaps congregated in Italy are just about to start booting a ball around to see who gets something called the World Cup and already 746 software titles have been released to mark the occasion.

Now Grandslam has got in on the act by licensing the England team itself. The firm has already bullishly claimed that its game will be "the only official software program which will feature England or even an England player competing for his country".

The game is provisionally titled *England* and with a following wind should be out in time for the big kick-off over in Italy.



ON THE GRAPEVINE

● The latest World War I air game will come from those masters of the sim, MicroProse. The flying sim entitled **Knights Of The Sky**, will be released on PC later this year. The game intends to span from 1916 to 1918, but since the average life expectancy of pilots on the Western Front was two weeks(!) you may have to play seventy-eight different pilots in consecutive games to benefit from the advances in air combat over that period!

● Also on the MicroProse drawing board are **Megatraveller** (the GDW rpg licence), **Command HQ** – a PC world war strategy game, **Lightspeed** – a space sim, **War Jeep** – a one or two player battle jeep combat game, and **Fireball** – a sort of **Speedball/ Projectyle** type game of future sport, which in the best MicroProse tradition promises loads of violence – your objective is not to score goals, but to destroy goalies with semi-molten orbs!

● Ocean keeps snapping up those film licences, don't they? The latest will be the new Arnold Schwarzenegger movie, Total Recall, the second Arnie licence, following 89's conversion of **Red Heat**. The Top Gun II licence we told you about last month will be titled **Wings Of The Apache**. Instead of F-14s, this time the top gun pilots will be flying Apache helicopter gunships!

● Old Tom Clancy must be loaded, mustn't he, what with his books **Team Yankee, Red Storm Rising** and **The Hunt For Red October** being licensed for computer conversion. **The Hunt For Red October** came to home computers via Grandslam's adaptation, but now with the launch of the movie, we can expect to see it again – twice! Grandslam are to re-release their original and also have the licence to convert a new game of the film of the book (if you see what we mean).

● Dynamix, an American company distributed in this country by Activision, is a publisher that ZERO are keeping close tabs on. It's already had some success with **A-10 Tank Killer** and is now set to bring us a storming follow up in the shape of **Red Baron** (see page 22) Other games up its sleeve include **Stellar 7** – an update of their former US release – **William Blade: Rise Of The Dragon**, a futuristic private eye graphic rpg/adventure and Thunder Out Of China, a 30s icon-driven action/adventure set in revolutionary um... China. Oh, and there's also an **A-10 mission disk** on the way!

● Fancy getting your sweaty palm around a spanking new tennis racket? Well, that's what's on offer along with several other goodies to the winner of a computer gaming compo to be held in the Virgin store at Marble Arch, London. The hosts are French publishers UbiSoft and the game in question is **Pro Tennis Tour**. If you want to win some prizes, play **Pro Tennis Tour**, or just simply to see if French people really are as weird as their software, the competition will be running all day on Saturday, June 30th 1990.

Compiled by Stuart Dinsey and Dave Roberts.



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PREVIEWS

CORPORATION

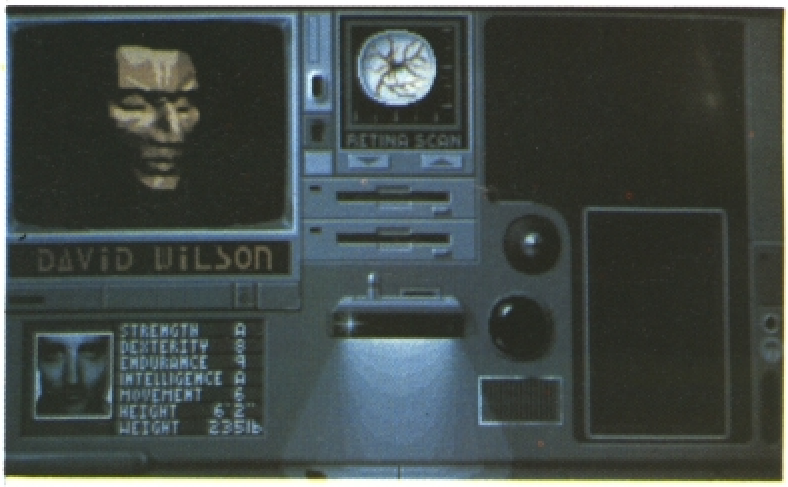


Core Design, the team behind *Switchblade* and *Axel's Magic Hammer*, have decided to go it alone. Here's their first game, called *Corporation* and it promises to be mega! Zodiac Agent *David Wilson* goes on a recce.

"Agent Wilson? This is the Zodiac agency, we've got a hot one for you!"
"Er... really? Oh, well I'm really sorry, erm... but I've got a dodgy tum at the moment. I can only accept missions in a ten metre radius of a toilet."
"Negatory, Wilson, you're the only man for the job!"
Curses! I had no choice. My covert mission – to infiltrate the HQ of Core Design and get the gen on the 'Corporation'. I recalled my briefing: 'Core Design, established two years ago. First project – *Rick Dangerous* – topped the Gallup chart, also programmed amongst others, *Dynamite Dux, Action Fighter* and most recently Gremlin's *Impossamole.* Now to publish their own games on their own label.' Hmm, this computer programming lark is obviously a front for devious under-hand goings on!

WHAT'S WHAT

TITLE	Corporation
PUBLISHER	Core Design
PRICE	£24.99
FORMAT	ST/Amiga/PC
RELEASED	July/October



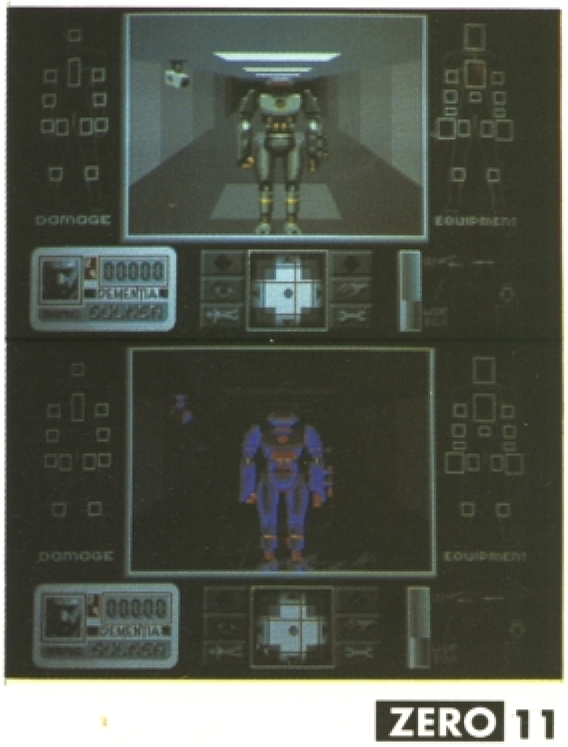
I flashed my fake ID – no sweat baby, I was in! Now to find the central information bank, hmm... this rather large filing cabinet could be the blighter. Yes... here we are, Universal Cybernetics, is the corporation in question. Apparently they're so powerful, that the government feels threatened by them! Blimey, what will Mrs. Thatch do!? Furthermore there's reason to believe that they're dabbling with genetic experiments! Gad! Could the inner depths of UCC hide a project to build some vicious killer cybernoids? Well, here's the government's dilemma. If this is the case, it could cause huge embarrassment. However because the Corporation is a massive source of revenue and employment, they can't confront UCC without evidence. Good Lord! Er... wait a minute, it's all a computer game!! Pher-ew! We can all sleep easily in our beds, readers.



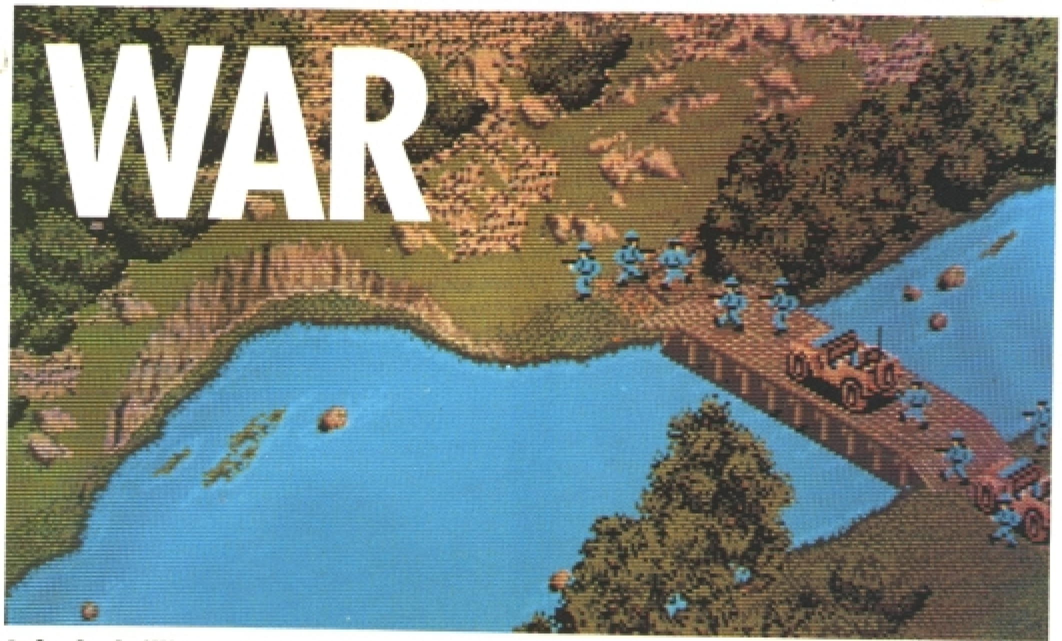
Not only is it a computer game, but it also promises to be rather special. *Corporation* is a 3D role-playing arcade adventure where you'll get to infiltrate a dubious multinational cybernetics corporation. On first impressions the game looks similar to *Dungeon Master* as you scroll into the screen corridors and encounter various creatures. But check out the graphics! The robots, humans and mutations encountered, plus all the inanimate objects – tables, chairs and the like, are complete 3D shapes and can be viewed from any angle! Furthermore, unlike the jerkiness of *Dungeon Master* monsters, the creatures in *Corporation* are cell animated and have a number of facial expressions and sampled noises – they roar, blink, the guards shout at you to 'stop!' etc. Basically, it's all rather chillingly lifelike!

You play an agent of Zodiac, the international espionage agency, employed by the government to covertly find out the truth – in short, steal a 'new product foetus'! (yeuch!) With this, the government can pressurise UCC into abandoning this research, rather than have the evidence made public, their goods boycotted, condemnation and ultimately their monopoly broken! Ah me, the devious machinations of high finance. Programmer Kevin Bulmer has exciting plans to exploit the computer for *Corporation*, including making use of the monitor's stereo sound! Imagine your footsteps in the left speaker and a guard's approaching in the right ! There's even the possibility of incorporating 3D specs! If these effects aren't inCorporated, then they'll appear in the sequel. Can't wait! STOP

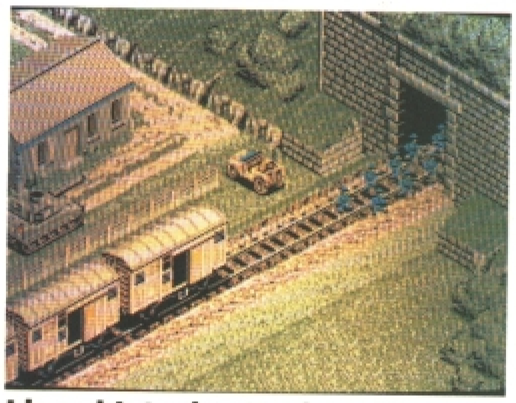
Two views of the same medium size combat droid. The second view is through your thermal camera.



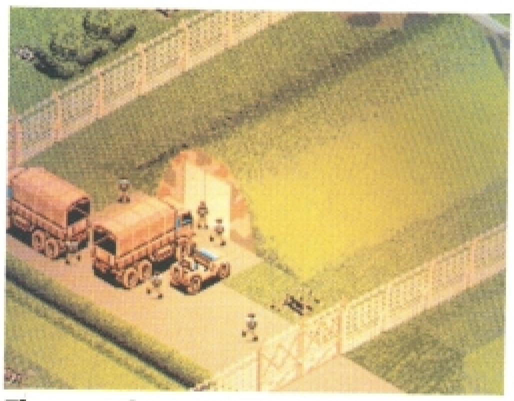
COMMANDO WAR



It looks brilliant, doesn't it? Loads of little *Populous* men with guns and jeeps!



I know! Lets play *Murder In The Dark*!



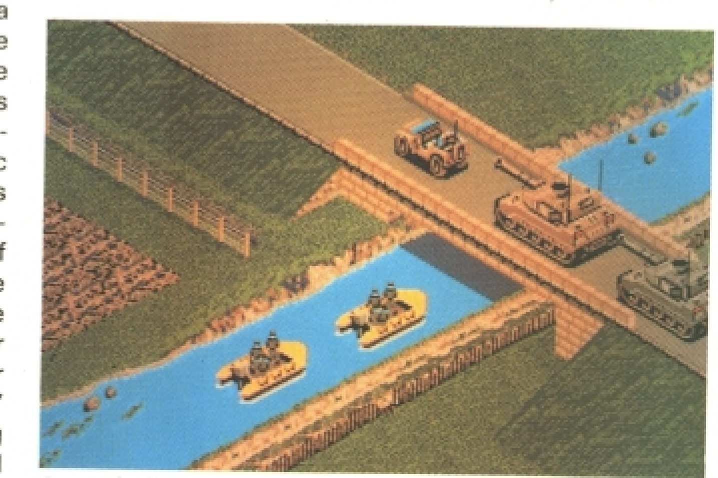
The squad practice the goosestep.



We've always maintained that the French are, erm... shall we say 'different' and that this has been responsible for refreshingly interesting games. Here to prove it comes a totally original and rather exciting games concept from Paris-based Titus. *David Wilson* is on the case...

ZERO can exclusively reveal to you what those French chappies, Titus, have been up to. Yep, they've been working on something pretty revolutionary and the first fruits of their labours will be a game called *Commando War* set to appear in October. But this is only a fraction of the story. The big news is a thing called Action Concept. It's a new games system hailed in the French press as the *Populous* of arcade games(!) and "un des projets les plus importants de l'année 90" (ie pretty jolly exciting!). It'll all start with *Commando War* which will retail at a normal price, but it will be followed by numerous data disks (well, nine is the figure being talked about) set to retail at a budget price. These disks will be used with the *Commando War* system and 3D isometric graphics, but will basically offer completely different scenarios, scenery (about 100 screens) and combatants – in effect a selection of completely new games! But more of that in a mo...

In *Commando War* you can play a squad leader in control of ten commandos, or you and a friend can each control five men on the same side. There will be numerous missions through which you'll progress across several static screens. The soldier sprites are so small within the screen that you have loads of freedom to move anywhere and to interact with the scenary. You lead and your men will follow – more or less(!). I say 'more or less' because this is the exciting bit. Although you control the leader, the computer controls all your men (and the enemy's too) and each has his own 'artificial intelligence' and will react to different situations and terrain in different ways! If, for example, the squad is confronted by an enemy tank while they're on a bridge, they may run back across the bridge, they may get squashed or they may jump into the water. If they choose the latter, then some can swim and some can't! If your character gets killed, then you'll take over as the soldier who assumes command. If you find a vehicle, e.g. an enemy lorry, then you can hop into the driver's seat, all your men will climb in the back and off you all drive!



Aquatic larks ahoy, as you take to the water!



The planned Arctic game with skis, helicopters etc.

So what of the other Action Concept games?

Well, they're set to include a game based in Vietnam, a game with Romans or Vikings, one pitching Conquistadors against Aztecs, one set in the Arctic – with troops on skis, snowcats, helicopters and savage animals! – a game set in the First World War and a prehistoric game with dinosaurs, mammoths, cavemen and enemy tribes! Blimey! Further into the future there are plans for an Action Concept game based on a coup d'état, a sci-fi game and, more ambitiously, the Battle of Trafalgar where you get to control a squadron of Napoleonic frigates. We at ZERO are very excited by Action Concept and think the games will be massive. Stay tuned and remember where you heard it first!

WHAT'S WHAT

TITLE	Commando War
PUBLISHER	Titus
PRICE	T.b.a.
FORMAT	ST/Amiga/PC
RELEASED	October

Amiga Screenshots

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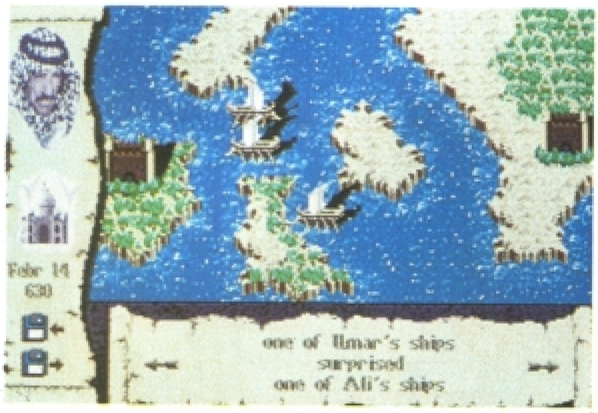
AT



KHALAAN

Thanks to the Poll Tax many of us are getting to know the bailiffs. In Rainbow Arts' new real time action adventure you get to know the Caliphs who are not the same thing at all. (They're far less violent.) Action varies from town trading to full scale sea battles so if you want to become the Great Caliph you'll have to be equally adept at using cheque books and boat hooks. Containing smoothly scrolling landscapes, digitised sound and both strategy and action sections, this is a game for the truly mystic.

● Out from Rainbow Arts in late June on ST, Amiga and PC, price £24.99.



SILENT SERVICE II

So what is the silent service? The Glider corps perhaps or maybe Her Majesty's First Battalion Of Mime Artists. Wrong, wrong, wrong – it's those magnificent men in their submarines; those boats that don't float but still pack quite a punch. This is in fact the sequel to the highly successful *Silent Service I* (bet you'd never have guessed if we hadn't actually told you) and boasts a far greater range of scenarios as well as a bigger playing area. Enemy ships will be portrayed in digitised photos.

Speech and sound effects will also be digitised, giving much greater force to klaxons etc; a rather strange feature in a game called *Silent Service*.

● Available from Microprose in late Summer on PC, price £39.99.



ST CHART

1. **DRAGON'S BREATH** Palace
2. **WARHEAD** Activision
3. **CONQUEROR** Rainbow Arts
4. **ITALY 1990** U.S Gold
5. **PIPEMANIA** Empire
6. **PLAYER MANAGER** Anco
7. **W.C BOXING MANAGER/Goliath**
8. **XENOMORPH** Pandora
9. **MANCHESTER UNITED** Krysalis
10. **INFESTATION** Psygnosis

Shipping Charts supplied by Virgin Computer Games Shop, Virgin Megastore, Oxford Street, London W1. Tel. 071-631 1234

CENTURION: DEFENDER OF ROME

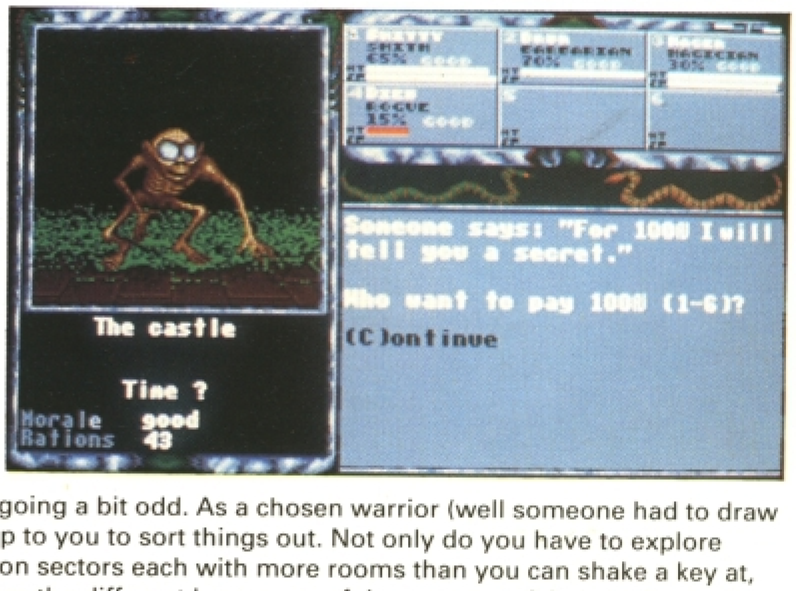


Rome wasn't built in a day and nor were its Emperors. Centurion starts with both you and the city at the beginning of your careers. Using diplomatic and military skills you must set Rome on the path to fame and glory doing yourself a bit of good along the way. If it all gets too much for you then there's always the chance to relax in the bloodbath of the Coliseum. After expending all this effort creating one of the great cities of the world you can sit back for 2000 years and wait for it to be destroyed by hordes of English barbarians.

● Available from Electronic Arts in June on PC, price £24.99.

LEGEND OF FAERGHAIL

You usually know where you are with elves. They're sweet little chaps with pointy ears who sit around all day singing silly songs and generally being fairly harmless, if a tadge irritating. So if the elves have taken to rampaging through the land like a bunch of England supporters then things are obviously going a bit odd. As a chosen warrior (well someone had to draw the short straw) it's up to you to sort things out. Not only do you have to explore eight different dungeon sectors each with more rooms than you can shake a key at, but you must also learn the different languages of dwarves, magicians and animals. A game for brains as well as brawn. Schwarzeneggers need not apply.



● Out in July from Rainbow Arts on ST, Amiga and PC price £24.99.

CHART

1. **THEIR FINEST HOUR** Lucasfilm
2. **KINGS QUEST TRIPLE PACK**/Sierra On Line
3. **688 ATTACK SUB** Electronic Arts
4. **ULTIMA VI** Origin/Mindscape
5. **CHESSMASTER 2100** CDS
6. **FLIGHT SIM 4** Microsoft
7. **LXH ATTACK CHOPPER** Electronic Arts
8. **A10 TANK KILLER** Activision
9. **HARPOON** PSS/Mirrorsoft
10. **SIM CITY** Infogrames

Shipping Charts supplied by Virgin Computer Games Shop, Virgin Megastore, Oxford Street, London W1. Tel. 071-631 1234

SLY SPY SECRET AGENT

Being a secret agent can be a real bind. All those flash cars to drive, exotic locations to visit and beautiful ladies to... er... do whatever it is you do with beautiful ladies. Ocean's coin-op includes nine levels of action in both over and underwater locations. You'll need all your heroics as you attempt to rescue a beleaguered nation from the "Council For World Domination". You may be killed, tortured, beaten up, chopped into small pieces or, worst of all, end up looking like Roger Moore.

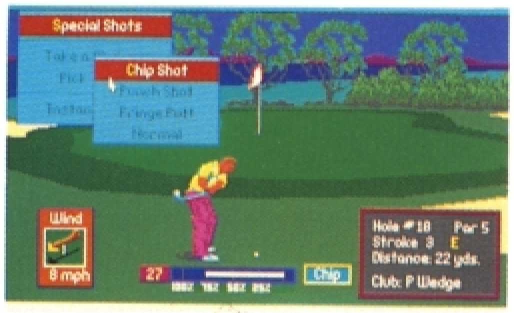
● Out in July from Ocean on ST (£19.99) and Amiga (£24.99).



PGA TOUR GOLF

Golf has always been a great game for back seat driving. (To say nothing of back seat putting, chipping and the like.) All this is incorporated into *PGA Tour Golf* where you can select one of 10 PGA pros to give you tips on how to play each hole. You may need quite a lot of help considering that the range of shots available include such unlikely things as punches and fringe putts. Having come to terms with all that you can sit back and watch the whole thing in the comfort of your own replay. Did I do that!

● Available from Electronic Arts in June on PC for £24.99.



SHADOW WARRIORS



If life in the backwater of Anglesey is beginning to get you down then slip into your pyjamas, wrap a towel round your head and prepare for the *Shadow Warriors*. Set in the backstreets of America, which is a wee bit more violent than Anglesey, it's a game about meeting people and then beating them up. Obviously there's a bit more to it than that – there's more than one way to skin a person.

● Available from Ocean in June on ST (£19.99) and Amiga (£24.99).

STARBLADE

Ever hesitated before flattening a fly with a rolled up newspaper? If you have then you'd better take a look at *Starblade*, because by the year 3001 the human race has been almost wiped out by some nasty insects called Cephalhydren. As if this wasn't bad enough these swine have bred a hideously mutated Queen brood mother who will spawn a legion of super warriors. (So unlike our own dear Queen Mother!) The only hope for humanity is that the star cruiser Starblade can eliminate her before she starts to breed. Next time you see a fly and reach for a newspaper, pause and then reach for a flamethrower instead.

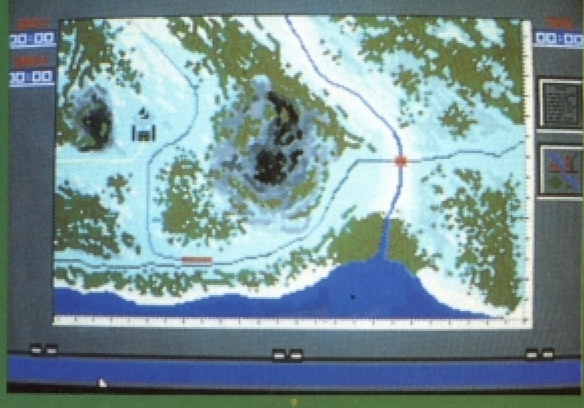
● Available now from Palace Software on ST, Amiga and PC for £24.99.



BATTLE COMMAND

If your enjoyment of *Carrier Command* was hampered by your fear of flying or a sense of vulnerability as you bobbed along the waves then have no fear 'cos *Battle Command's* here. This time you're nice and safe in a sort of supertank, tooled up with enough weaponry to take on the entire Eastern Block. Well when we say you're safe we mean you're safe until the missions start. Then you'll probably be dead.

● Out in late Summer from Ocean on ST, Amiga and PC. Price to be announced.

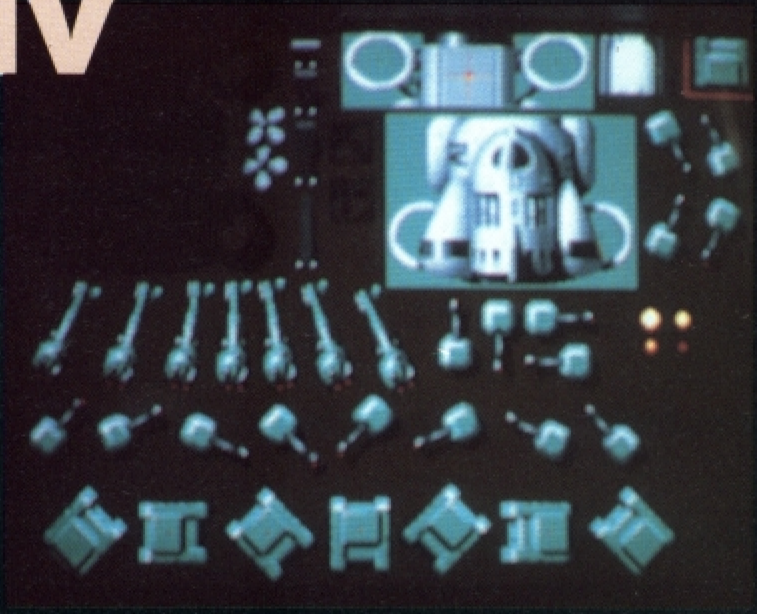


AMIGA CHART

1. **MIDWINTER** Microprose/Rainbird
2. **ITALY 1990** U.S Gold
3. **688 ATTACK SUB** Electronic Arts
4. **CONQUEROR** Rainbow Arts
5. **BUDOKAN** Electronic Arts
6. **XENOMORPH** Pandora
7. **WARHEAD** Activision
8. **PLAYER MANAGER** Anco
9. **F-29** Ocean
10. **PIRATES** Microprose

Shipping Charts supplied by Virgin Computer Games Shop, Virgin Megastore, Oxford Street, London W1. Tel. 071-631 1234

SWIV



Now you might think that *SWIV* is a strange name for a game. Then again you might be forgiven for thinking that it stands for Silkworm IV, after all it's programmed by the same team. In fact it's very different. *SWIV* is an extremely fast, vertically scrolling shoot 'em up stuffed with firepower and destructive mayhem, in which you control a jeep or helicopter as it blasts its way past tanks, helicopters, missile launchers and the like. Whereas *Silkworm* was a...

● Available from Storm in October on ST and Amiga, price to be announced.

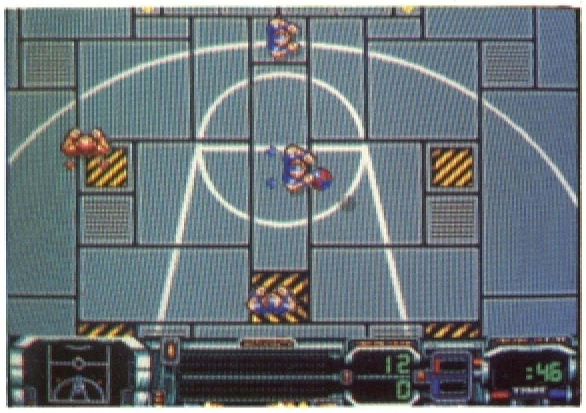
VAXXINE



If you thought that *E Motion* was graphically boggling and imaginatively weird then you ain't seen nothing yet. The sequel *Vaxxine* has enough coloured balls to steam up Dennis Taylor's glasses. These aggressive little blighters (the balls not the glasses) can only be stopped with a similar coloured ball. Get your colours confused and you'll soon be seeing stars. You'll also be seeing a lot of other peculiar things, including your score in very large numbers spinning across your screen. As well as scoring highly in the weirdness stakes this game is also one of the first to exploit the features of the STE in its use of both colour and sound.

● Out in September from US Gold on ST, Amiga and PC. Price to be announced.

FUTURE BASKETBALL



Basketball is, of course, a game for people too wimpy to play netball. (Now there's a game for real men.) However *Future Basketball* is a bit different since as well as using different pitch surfaces to increase the difficulty it also permits fouling and... er... weaponry. Upset your opponents and you may well receive a sharp blow to your globetrotters. Still doesn't sound as dangerous as netball though.

● Out in June from Hewson on ST and Amiga, price £24.99.

FLOOD

It's bad enough having a weight problem let alone having to deal with a host of psychotic nasties. So when on top of all this your underground kingdom starts to flood you could be forgiven for being a bit peeved. To escape the flood, and a nagging aunt, you'll have to tear through 36 levels of platform mayhem with only an impressive array of military hardware for company. All this action is unlikely to improve your temper but it could do wonders for your figure.

● Out in June from Electronic Arts on ST and Amiga, priced £24.99.



SAINT DRAGON



The first title on Sale's Curve's new Storm label is likely to be a bit strange and no mistake. Converted from the Japanese coin-op *Jaleco* this shoot 'em up is sort of like the legend of St George but only sort of. Not only is the dragon the hero but he's also a rather large space ship. As well as an impressive range of weapons your mechanised beastie has a rather useful tail with which to swat away enemy fire. With skill, courage and a belief in what is right the dragon will be able to overcome six levels of nasties and rescue the giant dragon. Ahhh aren't fairy tales lovely!

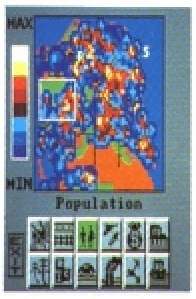
● Out in September from Storm on ST and Amiga, price to be announced.



RIO DE JANEIRO 2019.

On seeing the crumbling estates, out-dated roads and rusty bridges of your city, how many times have you said "Put me in charge for a day and I'll make this wretched thing work !"
Now, with Sim City, take the destiny of the world's greatest cities in hand. Or take charge of a new evolving and growing city. Become both mayor and city planner of a dynamic real-time simulation.



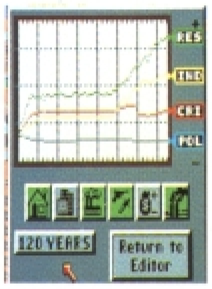


SIM CITY

NOW AVAILABLE ON ST

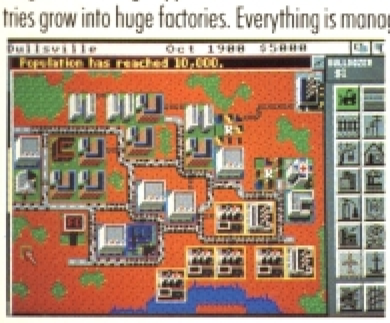
What you should know about the game of the year.

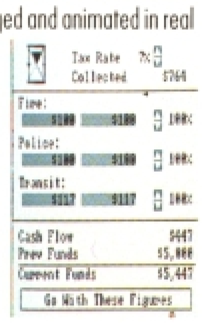
Build houses, streets, factories, airports, a stadium, or even nuclear power plants. Organise urban transport, hire police, firemen, bulldoze entire neighbourhoods.
Raise and collect taxes, balance your budget, manipulate property values. Sim City is alive. It's loaded with animation and detailed sound effects. Build roads, cars appears. Lay tracks, trains go. Build an airport, planes fly. Neighbourhoods go upper-class. Areas deteriorate into slums. Small industries grow into huge factories. Everything is managed and animated in real time. Every decision instantly influences the life of your town.

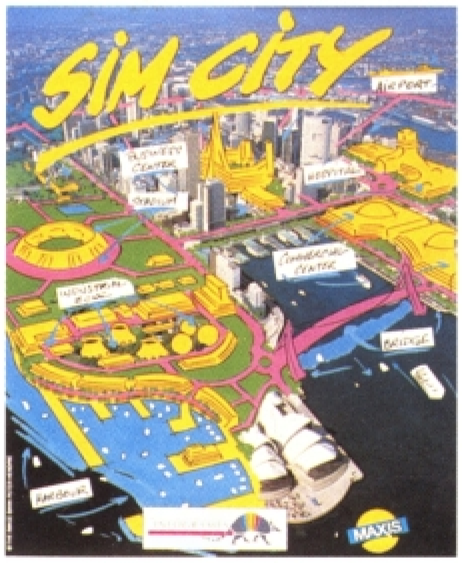


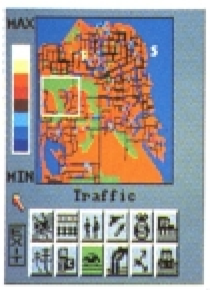


In a special mode, you can even cause tornadoes, floods, fires and other disasters at your whim. Save San Francisco from the great earthquake of 1906. Or save Tokyo of pollution and from his famous B-movie monster. Sim City is an all-absorbing unique game which contains 8 pre-defined scenarios : e.g San Francisco, Tokyo, Rio de Janeiro... With it's exceptional depth of play, it's still simple to play with icons and graphics, without text commands.











Design and build the city of your dreams. Sim City gives you the keys. The rest is up to you.

INFOWORLD Volume II Issue 20 : "People playing Sim City are completely plugged into the world they create, disappearing for hours."
NEW YORK TIMES : "The model is very sophisticated, yet understandable. And just as important, it's fun, too."

MAXIS INFOGRAMES



FREE!

A SMASH OCEAN GAME
WORTH £24.99 OR MORE!*



We must be absolutely stark raving bonkers! Get this: lash out the microscopic sum of **£14.95** on a one year subscription to ZERO before 31st August 1990 and you'll receive – free, gratuit, zilcho paymento – a monster **Ocean game** worth at least £24.99!

It's so unbelievable that we'd better spell it out in words short enough for small furry rodents to understand. For £14.95 the postie will be delivering 12 issues of **ZERO** to your door, described by the Editor's maternal grandmother as 'a corking good read' – including issues at £2.50 with **cover-mounted disks** at no extra cost. Packed monthly with the hottest news, reviews, previews, features and **readers' wives**, ZERO is the Gospel According To 16-Bit Games-players. As if that weren't enough, you'll get one of the four Ocean blockbusters of your choice shown here worth £24.99 or more thrown in as well. For **FREE**. For abso-bloomin'-lutely nothing.

Look at it like this. When you deduct the price of the game from what you're paying, effectively we're giving *you* **83p** every time you get a mag through your letterbox! Amazing or what?!

Don't be a nelly – the offer closes **31st August** so send off your completed coupon now!

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● I'm not a small furry rodent with no brain whatsoever so I've decided to take out a one year subscription to ZERO. The game I'd like to receive for free is:

THE UNTOUCHABLES ◯

SHADOW WARRIORS ◯

IVANHOE ◯

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The format I'd like to receive it on is: ◯ ST ◯ Amiga ◯ PC

● Remember! Your new game will be sent separately from your subscription so please be patient. There may be delays if a game's release is postponed.

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Account Number

Expiry Date ____________ Signature: ____________

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THE UNTOUCHABLES
ST/Amiga (PC in 3 months)



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ST/Amiga



IVANHOE
ST/Amiga



THE LOST PATROL
ST/Amiga (PC in 5 months)

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LETTERS

If you have something of great significance to communicate to the world, preferably about something serious like macrame or RS232 leads, then you could do a lot worse than to send it off to the ZERO letters page. (You could, for example, write to Mrs Pudgeley of Southend but that would be pretty useless.)

MISTAKEN IDENTITY

While all your writers are in the mood for asking pointless questions, here are a couple of my own.
1) Why is there an F-22 on the box of *F-29 Retaliator*?
2) Why is the hole in the ozone layer over the Antarctic – where there aren't any aerosols?
3) Why can't I count?

I hope you can "Help" as a Beatle once said. Yours wide-eyed in constipation,
Michael Tipping (age 2), Snitterfield, Warwickshire
PS Please can I have a Blue Peter Badge?

1) Ocean were in fact paid by the CIA to put an F-22 on the cover of Retaliator *as an elaborate counter-espionage ploy to 'fool' the Ruskies. Unfortunately, they'd already sussed the real shape from a free plastic model given away with Shreddies.*
2) Antartic explorers get so sweaty under their thermals that they get through 17 times as much 'Right Guard' as 'normal' people.
3) Five. **Ed.**

IS HE THICK OR WHAT?

In issue seven, on page 31 you described Paul Lakin as being "unbelievably over-educated", while in the preview of *Xiphos* (page 60) you accused him of being "a bit of a thick git". Please explain.
Brian Hendrie, RAF Machrihanish

Go into any high court, look for a geezer in a silly wig handing out sentences and you'll know what we mean. **Ed.**

PC OR NO PC?

I like your magazine very much except for a few complaints. I think ZERO is 'computerist' because all your game reviews are for the Amiga and ST and there are just a few for the PC. Also there have been two free disks so far and all four games were for the Amiga and ST. So please, please could you do more reviews for the PC and do free disks with games on for the PC. If you make these changes I am sure more PC users would buy your magazine.
Marinos Panayi, London

First off, ZERO gives more in-depth coverage to PC games than any other multi-format magazine. Unfortunately, we can't offer PC format cover disks at present because of the lack of demand – though of course if the demand increases then the situation may change. But wherever possible, any special ZERO offers will apply equally to PC owners as to ST and Amigasters. **Ed.**

WHO IS THIS PATRICK THOMPSON ANYWAY?

The lady you 'slagged off' on the *readers' pages* of issue six of ZERO was Alison Holloway. She currently works for Sky News, the best news service in Europe. She has also worked on ITV television as a sports presenter during various events as well as working on *Run The Gauntlet.*

If you took your heads out of the sky and stopped acting like those writers for silly 8-bit mags who spend all the time commenting on the size of anything except the computer games, (which they should be doing), you would know these things. But it seems you don't.

We've heard it all before, so don't do it, ZERO is for the mature reader, I wish the writers would start acting like it.
Patrick Thompson, Romsey, Hampshire

Sorry you were so offended that we didn't recognise superstar Alison, erm, Thingy, though I'm not quite sure why 'taking our heads out of the sky' would help us to 'know these things'. Anyway, I suspect Sky TV is really a bit too mature for us. **Ed.**

IT'S CRAY-ZEE

I'm all against lying so this is why I'm writing to you. In your *Cheater's Digest*, you stated a cheat for *Yellow Peril* on the Cray Super-Computer. After reading it I quickly tried it because I am a great fan of the game. To my amazement it didn't work. I was so annoyed that I threw my Acorn 3000 out of the window.

I strongly advise other people not to try the *Yellow Peril* cheat printed in your magazine. If they do have the game though, why not try this? On the title screen hold down HELP, X and Y. Now start the game as usual but instead of using toothpaste use the purple gloss paint, then cook your socks in a sweet and sour sauce. Go down to the Job Centre and headbutt the lamp-post in front of it. Stand in the middle of the motorway on one leg and sing *Rule Britannia* backwards.
Daniel Pemberton, East Molesey, Surrey

What a load of crap. There isn't a HELP button on the Cray Super-Computer, ask anyone who knows about that sort of thing. (Like us.) **Ed.**

YELL IS YUSEFUL

Referring to page 44 of the May issue of ZERO (issue seven) may I point out one glaring error.

Having lived at the North end of Unst for three years, I can assure you that Yell is far from totally useless. The trip from Haroldswick to Lerwick is about 55 miles, plus a 10 minute ferry between Belmont and Gutcher and a 20 minute ferry between Ulsta and Toft.

Since my humble Ford Escort MkII is not able to perform the functions of either a boat or some other amphibious vehicle, without Yell it would have made getting to Lerwick at best a much longer journey than 1½ hours as at present, and at worst, totally impossible!

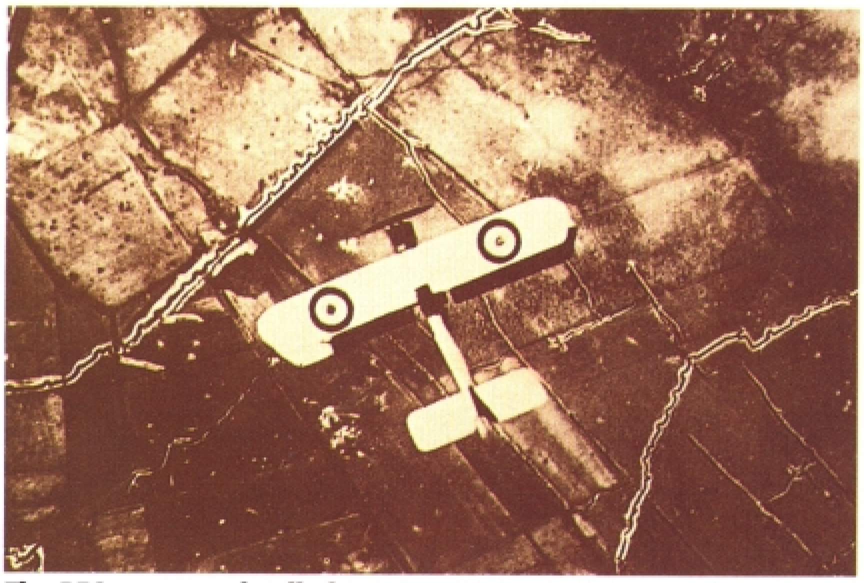
Incidentally, it's not 'The Shetlands': it's either 'The Shetland Islands' or just 'Shetland'. After all, you wouldn't refer to the British Isles or Britain as 'The Britishes' would you? On behalf of all residents, past, present and future of Shetland,
Jon Carp, RAF Troodos

Alright, um, yes, you're right. If you look at the map, I suppose Yell is pretty useful if you live on Unst and you want to get to Lerwick. Please amend the text on page 44 of issue seven to read: "Formed during volcanic activity in 1345, Yell is now popular with ornithologists because puffins nest there. And locals quite like it because it links Unst and Shetland. Apart from that it's totally useless." **Ed.**

WRITE TO THE ED, ZERO, 14 RATHBONE PLACE, LONDON, W1P 1DE.
Star Letter winners receive a ZERO T-shirt! All letters win a ZERO badge.

RATHER NOISY ON THE WESTERN FRONT

1990 is the fiftieth anniversary of such great events as Dunkirk and the Battle of Britain, so it's no surprise to find that there's a bag full of First World War flight sims in the offing(!?!). *Paul Lakin* flew a recce to check out the action.



The BE2c spotter, fondly known as The Sitting Duck.

A BRIEF HISTORY OF THE ROYAL FLYING CORPS

Strange but true (well...), aerial combat all started by mistake. The whole First World War was meant to be fought and won in a great cavalry charge. Things didn't quite work out like that. Trench warfare didn't offer a lot of openings for cavalry, the horses kept falling down the ditches (thus inventing the Grand National) and even the fastest steed couldn't outrun a machine-gun bullet. So by Christmas 1914, there were a lot of cavalry officers sitting around with nothing to do and all feeling a wee bit miffed 'cos they'd had to buy their own horses.

What could be done with them? The trenches were already overcrowded and besides, they didn't allow pets. Then some bright spark had the idea of selling the horses to a glue manufacturer and using the money to buy a hundredweight of light aircraft. After all, flying was meant to be like riding and however cold it might be up there it couldn't be worse than your average Western Front trench. There was also less risk of cholera sitting in a Sopwith Camel at four hundred feet than there was sitting up to your neck in crap in a foreign field that would be forever England but was actually Ypres.



WAR IN THE AIR

The... erm... untried nature of air combat meant that the emphasis was initially on improvisation. Having spent all those centuries trying to get man into the air, suddenly the means had to be discovered to knock him back out of it again. Eventually pilots were able to use front mounted synchronised machine guns to take pot shots at each other. (Without the synchronisation the guns had a nasty tendency to shoot holes in the pilot's own propeller.) However, prior to this, three other methods were used with less than complete success.

1 THE LANCE: Since so many of the early pilots were ex-cavalry officers it was not surprising that early methods of combat bore some resemblance to the great days of horseback. Unfortunately, lances proved rather unmanageable in the air. Many a pilot was horrified to see his weapon being shredded between the blades of his propeller. Worse still, the lance tended to get stuck in the ground mid-flight, resulting in the famous 'pole vault' effect. It was in this tragic way that air ace "Jodhpurs" Johnson met his untimely end.

2 THE LASSO: Another horse based method of combat, the lasso, relied on the pilot's iron nerves. Having lassoed his foe's tail, the brave aviator had to drag him into the nearest tree, mountain, Eiffel Tower or any other large obstacle that happened to be available. This technique was fraught with danger. On 12th July 1915, Captain L.W. Williams managed to lasso the fiendish Red Baron. Unfortunately, the Baron used his more powerful engine to tow the luckless RFC man out over the channel. At this point Williams ran out of fuel and the dastardly Hun cut the rope, leaving Williams spiralling towards a wet landing. The swine! Such set-backs did not prevent James Bond from using a similar technique in his latest film *Licence To Kill.*

3 THE BUCKET OF WATER: A very primitive but surprisingly effective method of combat, this exploited the rather primitive components of early aircraft. By getting above his opponent and emptying a bucket of water over him, a pilot could reduce an enemy plane to damp papier mâché. The only drawback with this technique was if the bucket got knocked over in your own plane. Squelch.

FOKKER

Having conquered the boundaries of space – and most of the computer games playing public – with his really rather splendid *Warhead*, Glyn Williams has now decided to turned his attention to flight of a rather more primitive kind. Provisionally entitled *Fokker* (which is surely asking for trouble!), the game is still in its early stages but already shaping up nicely.

At first glance, there certainly doesn't seem to be much to recommend a WWI flight sim when the market is already swamped with more F word high-tech jet fighter sims than you could shake a joystick at. However, technology isn't everything. As Glyn Williams says, "if you launch a missile against another jet it'll probably be miles away and all you'd ever see of it would be a blip on the radar screen. It takes the personal element out of combat."

This was not a problem in the the First World War. In those days, pilots tended to be six feet rather than six miles apart and were not averse to taking pot shots at each other with Webley service revolvers and the like. It is this element of personal combat that Glyn aims to emphasise in *Fokker*. The game is specifically aimed at the two player market. A split screen will show each pilot's view. The aim is to shoot the other guy down. Simple really. Except of course that he's trying to do the same to you.

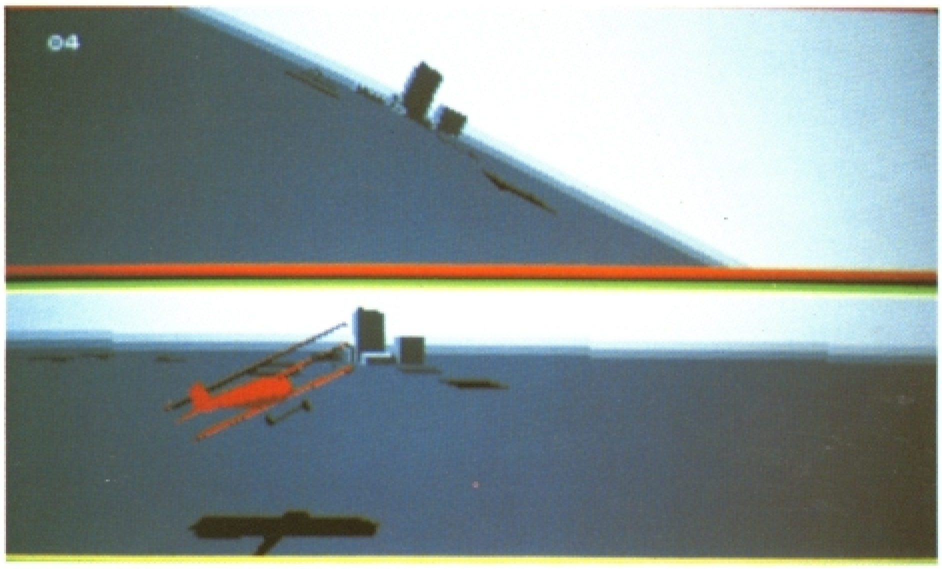
It's obviously fairly personal if the guy you're



Glyn Williams designs a Fokker Triplane.

trying to shoot up is sitting all of three feet away from you. (Especially if he's drinking your beer at the same time.) If, however, you choose to play against the computer, competitiveness will still be encouraged – you'll learn to hate your enemy. Unfortunately, it's not possible to program the computer to drink your beer but there are other touches. In one player mode your opponent is the Red Baron and at the beginning he'll be shown strutting and preening about his airfield. In the (surely unlikely) event of him shooting you down, then the arrogant little Frankfurter will offer you a nice plate of sauerkraut... er... well, no he won't actually, but he'll perform some smart arse victory rolls which is almost as bad. Don't you just hate him already?

The emphasis of *Fokker* is on playability



OK so I've got him in my sights, now when am I going to get a gun?

rather than 4000 page manual realism. Surprisingly, it was rather difficult to persuade some companies that this was a sound idea. "A lot of software companies think that computer games players are sad, lonely characters who sit on their own in dark rooms" – playing with their 16-bits no doubt. Hem hem.

It will, of course, be possible to play *Fokker* as a legit flight sim but in so doing, you'll miss out on some slightly, erm... eccentric options. For the realism enthusiast, it'll be possible to dogfight over a realistic location in Western France. Equally, you could choose a challenging – but not authentic – battle location. If your preference is for the combat and nothing but the combat, then you might choose to slug it out in the arena – low on trees but high on speed. For the more wayward pilot, there's even the option of bouncy ground which is likely to play havoc with your undercarriage. If that sounds a trifle weird, wait

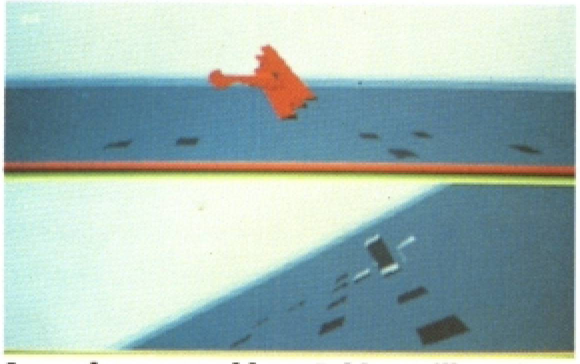
DANGEROUS AVIATIONS



The life expectancy of an RFC pilot was approximately three weeks, about the same as an officer in the trenches. However, this clearly was not good enough for the High Command who didn't want their flyers going soft. (The allied High Command during the First World War was not noted for its sanity, far less its common sense. Anyone who dealt with a trench full of machine guns by marching a line of soldiers slowly towards it was obviously a few bullets short of a full round.) The decision to forbid pilots to wear parachutes, in case this encouraged them to abandon their planes too readily, was pretty barmy even by their standards. Needless to say, you had about as much chance of catching a member of the High Command up in an aeroplane as you did of seeing Field Marshal Douglas Haig leading his troops across No Man's Land.

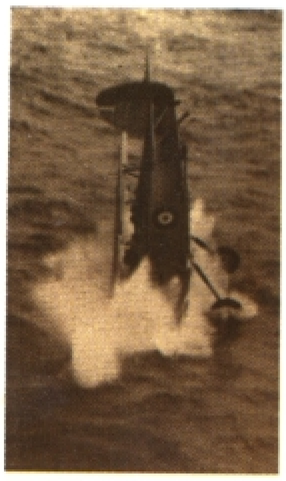
until you catch sight of one of the Victorian missiles spluttering and cranking its way towards you. Laugh? You'll probably explode (provided the rocket doesn't run out of coal first).

As well as fighting, there'll also be a lot of stunt flying to test your nerves. If you select the limited ammunition option then it'll be possible to gain more ammo by flying under low bridges etc. (and even more if you do this upside down). "Ha ha!" you'll cry as you shoot out from under the bridge only to find that your opponent is cheerfully waiting for you on the other side. "Pooh Sticks was never like this!" you cry as you spiral down in flames. That's the last can of beer he gets off you.

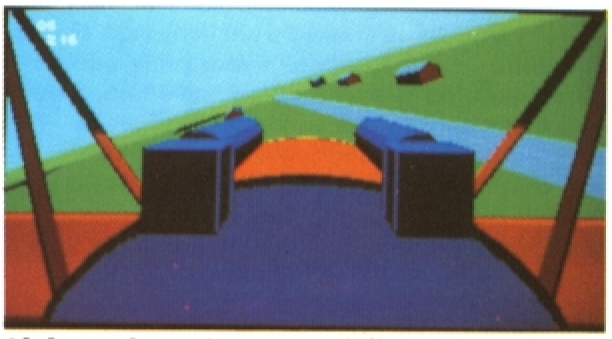


An early screen of how *Fokker* will work.

However, if the game is full of humour, it is based on a very serious graphics package that Glyn Williams developed during the frustrating moments of writing *Warhead.* The graphics animate smoothly and are rendered in very effective 3D vectors with a strong sense of depth. The planes' details include such special effects as oil splattering on the windscreen and plenty of recoil on the machine guns. Glyn wants the game to have "loads of explosions" and also aims to make sure that the kinetics of the crash sequences are realistic.



One of the less realistic features of many flight sims is that, because your perspective is first person, you're not always sure what's going on at the back of your plane. In real life you'd presumably know if someone was emptying a magazine full of 6mm shells into your tail 'cos



Oh how I love shooting unarmed buildings!

you'd be able to feel and hear it. To get round this most flight sims flash up the information on your screen. The *Fokker* solution is intended to be more cinematic (and alarming). If you are under attack from behind, a 3D view of bullets turning the tail of your Sopwith Camel into a tea bag will suddenly flash onto the screen. Cor what a Fokker!

The game is still about six months off completion (the price of working on your own!) but is already looking very playable. Even though at this stage it wasn't possible to do any shooting, dog fights look really exciting and competitive. Then again that may have been because I'd just finished Glyn Williams' last can of beer!

WHAT'S WHAT

TITLE	Fokker
PUBLISHER	Activision
PRICE	T.b.a.
FORMAT	ST/Amiga
RELEASED	November

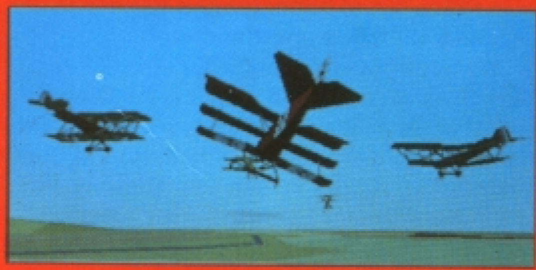
THE RED BARON



A rare photo of the Red Baron about to don his human costume.

First World War air ace Manfred von Richthofen, the Red Baron, was famous for two very distinctive features. One was his bright red Fokker Triplane. The other was his droopy ears and furry tail – for the legendary knight of the air was in fact a dog or more precisely a beagle. This extraordinary fact has been kept secret by the Baron's embarrassed family for 75 years.

You'll find no mention of the Red Baron's canine tendencies in the Dynamix game of the same name but it comes with a good pedigree nonetheless. PC owners may have



The legendary M1 Pile Up formation.

already come across *A-10 Tank Killer* with its 256 colour, fast drawing routines and spectacular digitised sequences using real actors. The same quality of graphics can be expected from *Red Baron,* which will be using the same 3-Space™ 3D VGA graphics package which looked so good on *A-10. Red Baron* will probably be available from Activision around Christmas and as with *A-10* it looks like being a PC-only release.

ZERO has also sniffed out a Microprose WWI flight sim that will probably be available on a wider range of formats. That's about all that we can tell you about it for now except that it may allow you to link computers together for a multi-player option and it is unlikely to feature many Beagles...



'Ere that guy's got more wings than me.

WINGS

Question: what is the most important characteristic of a First World War fighter pilot? The answer is of course, a nice line in white silk scarves. John Cutter of Cinemaware is obviously aware of this and has incorporated it into his good looking and even better sounding new flight sim *Wings*. In the dogfight section, in which you view most of the action from behind the pilot's head, his scarf *(£120 Saville Row Tailors. Fashion Ed.)* billows out behind him.

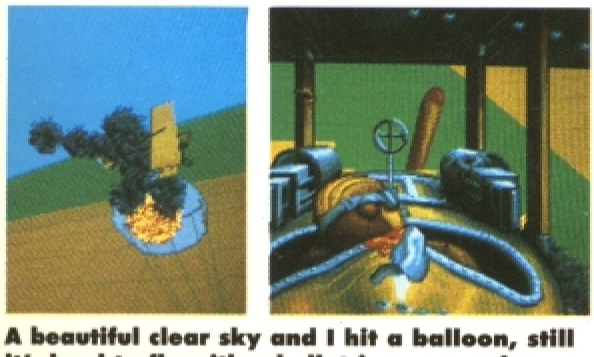
The scarf is only one of the many impressive features incorporated into this section of the game. In place of such new-fangled inventions as radar or sonar, you have only the pilot's head to tell you where the danger is coming from. He twists and turns in his seat to look towards the latest peril. Obviously he can't look behind very easily, but you'll soon know if there's any danger there as bullet holes start appearing in your wings, fuselage and even struts.



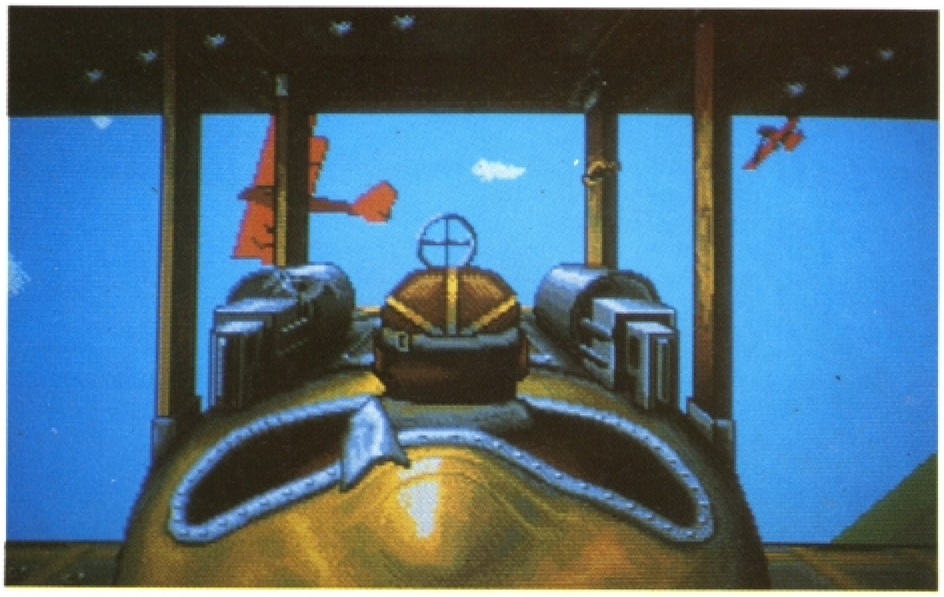
Those red crosses certainly make good targets.

Once the damn Bosche get firmly fixed on your tail, then perspective changes so that you can see both you and your assailant battling it out in the skies over Europe. Fail to shake him off and you'll find yourself back in the cockpit grappling for control of your crippled Camel. (One hump or two?) With skill and nerve, you may manage to land without soiling your scarf and so live to fight another day. Though not if you're dead you won't. You'll know if you're dead, because not only will your pilot be slumped in the cockpit but some really rather gooey blood will be oozing out of his head.

If the glory of an aerial duel is not to your taste, then there are plenty of other options, including bombing raids, strafing runs and even a bit of war at sea. The perspective on some of these options is from above rather than from the cockpit but the graphics are equally impressive. They may even be rather too impressive for the sensitive. Soldiers caught in a strafing run are left as a pile of bloody rags. Serves them right for running into your bullets.



A beautiful clear sky and I hit a balloon, still it's hard to fly with a bullet in your neck.



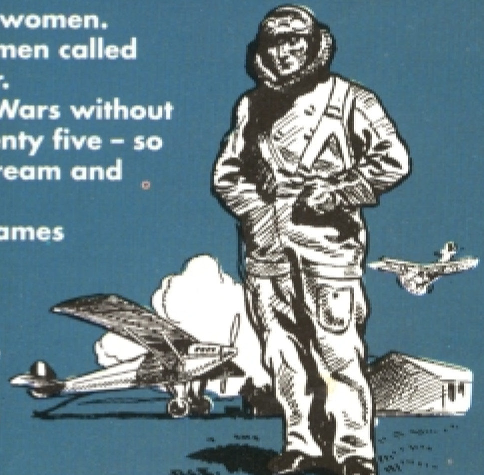
Ooer two against one. Time to change me tactics and me trousers.

As well as an impressive range of graphics and scenarios, *Wings* also boasts an extremely impressive soundtrack. The noise of engines, guns and explosions combine to make the game drip atmosphere from every single cowling...

WHAT'S WHAT

TITLE	Wings
PUBLISHER	Cinemaware
PRICE	ST £24.99 Amiga/PC £29.99
FORMAT	ST/Amiga/PC
RELEASED	Amiga: August ST/PC: to follow

10 REASONS WHY BIGGLES WAS A SHANDY DRINKER



1. He was never seen with women.
2. He was often seen with men called Algernon, Bertie and Ginger.
3. He fought in two World Wars without ever looking more than twenty five – so he must have used Nivea Cream and had numerous manicures.
4. Biggles' full name was James Bigglesworth which is an anagram of Beautifully Snogged Algy.
5. His parachute was made out of French Silk.
6. ... Er, let's make it five reasons.
7. *(Good idea. Ed.)*

STOP

COMPO

A MOTORBIKE MADE FOR TWO!!!

★ WIN WIN WIN ★



Coo wow this is really exciting - ah I haven't started yet.



Yikes - who turned out the lights?



★ WIN A RALEIGH PRO RACE ★

WIN 10 COPIES OF GREMLIN'S *COMBO RACER*

There's nothing like a bicycle made for two and the Raleigh Pro Race is nothing like a bicycle made for two. It's a bicycle made for one and a very sleek, fast machine it is too. Worth the best part of two hundred nicker this bike could easily break the sound barrier. (Provided you pedal fast enough.) Gremlin is offering this silver dream machine (except that it's red, white and black) to celebrate the launch of its rather flash game *Combo Racer*.

DO THE COMBO

In *Combo Racer* you have to rely heavily on your partner (one of you has the fun of steering while the other has to lean in and out to keep the bike on the road) so it's an ideal sport for double acts. Can you imagine Laurel and Hardy tearing round the TT Track? Well no, perhaps you can't. However try because if you want to win the Pro Race or a copy of Gremlin's *Combo Racer* (ST and Amiga only... sorry) all you have to do is draw a line between the heads of the famous partnerships. Then send the form to **What A Nice Pair Of Combos, ZERO Compos, PO Box 1509, Enfield, Middlesex, EN1 1LQ.** It's a winner and it's pretty flippin' easy!

COMBO RACER COMPETITION



NAME ____________________

ADDRESS ____________________

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____________________ POST CODE ____________________

COMPUTER FORMAT ☐ ST ☐ Amiga

RULES

- Any employees of Gremlin or Dennis Publishing caught entering will be tied behind a Norton 750 and dragged over cobbled streets.
- Any entries received after 31st July 1990 will be torn in two.
- The Ed's decision is final so on yer bike.

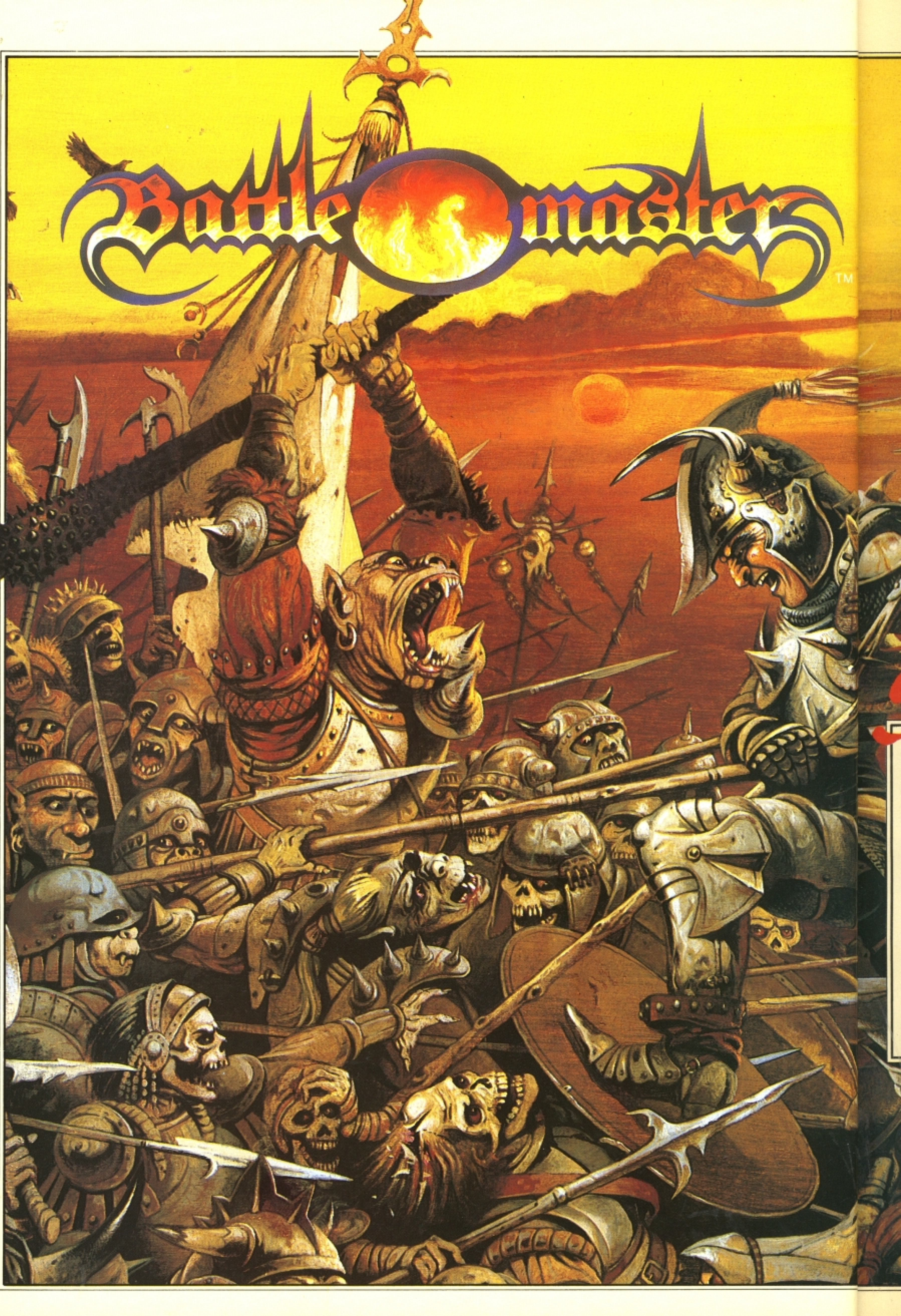
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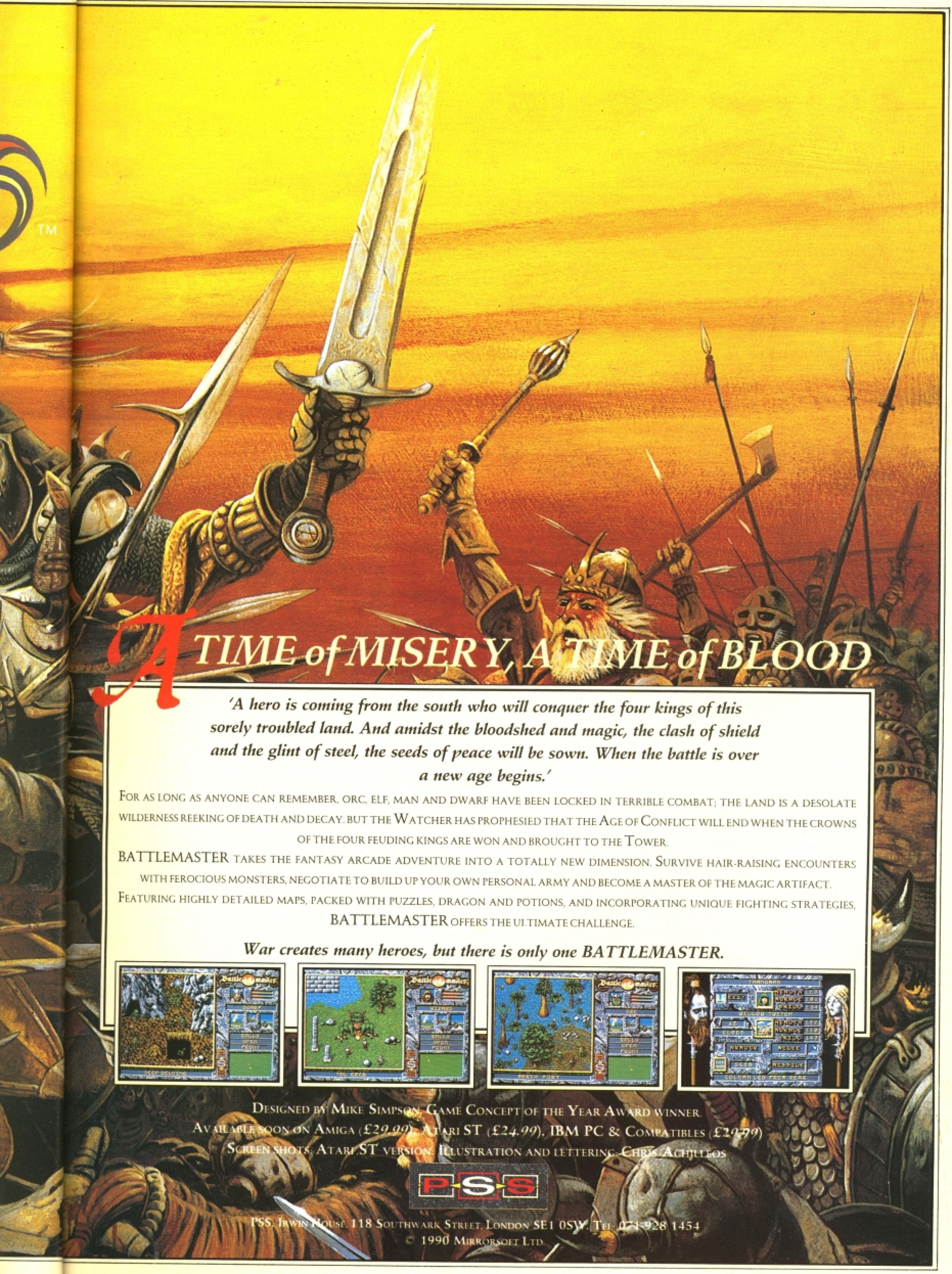
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Battle master
TM


A TIME of MISERY, A TIME of BLOOD
'A hero is coming from the south who will conquer the four kings of this sorely troubled land. And amidst the bloodshed and magic, the clash of shield and the glint of steel, the seeds of peace will be sown. When the battle is over a new age begins.'
For as long as anyone can remember, orc, elf, man and dwarf have been locked in terrible combat; the land is a desolate wilderness reeking of death and decay. But the Watcher has prophesied that the Age of Conflict will end when the crowns of the four feuding kings are won and brought to the Tower.
BATTLEMASTER takes the fantasy arcade adventure into a totally new dimension. Survive hair-raising encounters with ferocious monsters, negotiate to build up your own personal army and become a master of the magic artifact.
Featuring highly detailed maps, packed with puzzles, dragon and potions, and incorporating unique fighting strategies, BATTLEMASTER offers the ultimate challenge.
War creates many heroes, but there is only one BATTLEMASTER.
Designed by Mike Simpson, Game Concept of the Year Award winner.
Available soon on Amiga (£29.99), Atari ST (£24.99), IBM PC & Compatibles (£29.99)
Screen shots: Atari ST version. Illustration and lettering: Chris Achilleos
PSS
PSS, Irwin House, 118 Southwark Street, London SE1 0SW. Tel: 071-928 1454
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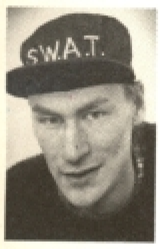


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Amstrad Cassette & Disk
Spectrum 48/128K Cassette
Atari St. CBM Amiga.
(IBM Pc available only on Dynasty Wars)
Screen shots from various formats
BLACK TIGER™
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ZERO reviews

CRITICS' CORNER

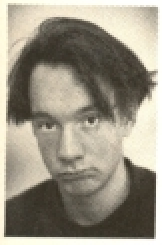
Compulsory flying lessons for the boys in the Critics' Corner brigade this month. How did they fare? Were any of them killed? Read on and find out! (Or ignore this column completely and turn the page – it really doesn't matter very much one way or the other).



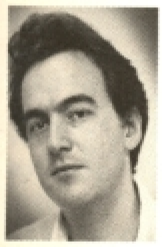
Tim Ponting: Demon drummer Tim was a trifle alarmed when he learnt of the compulsory flying session, but he boarded the Cessna without so much as a sniffle. While belting himself in, his expression suddenly turned to one of ecstasy as he spotted something attached to the aircraft dashboard: "Hey, a Korgon ZT Rhythm King drum machine!" he yelped excitedly, "it's got 128 tracks, samples from over 200 different instruments, connectable mini-drum pads and multi-tasking midi bus ports! I didn't realise you were a drummer." "I'm not," replied the instructor, "that's the Instrument Landing System."



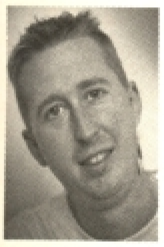
David Wilson: "I'm all strapped in and ready to go, over," David announced in his best 'Spitfire pilot' voice. The instructor explained that there was really no need to say 'over' at the end of every sentence. "Fair enough." replied David, "... Copy?" "There's no need to say 'copy' either," explained the instructor, "those words are reserved for the radio." "Roger wilco," acknowledged David, "let's get this kite off the ground then."



David 'Macca' McCandless: "This motor then," said violent criminal offender Macca as the twin engined Cessna buzzed two thousand feet above the streets of south London, "could you land it and take off on a busy street..." he looked out of the cockpit window and pointed at a particular stretch of road, "like that one down there – the one with the Barclays bank on the corner?" The instructor explained that it would be impossible even if there was no traffic, given the proximity of the street lighting and traffic signals. "Oh," said Dave, pulling a rather large pump action shotgun from his flight bag, "in that case, take me to Cuba!"



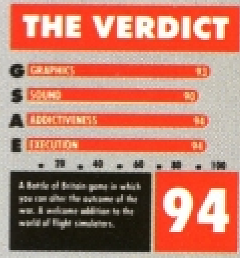
Lord Paul Lakin: Vexillologist Lord Paul was delighted at the prospect of a trip in an aeroplane. "Absolutely wonderful," he exclaimed, "I learnt to fly back in my Oxford and Cambridge days, but haven't really kept it up... my interest in flags, you see." The pilot asked him to hurry up and board the plane. "Did you know that the flag of Swaziland has a picture of an aeroplane on it?" continued Lord Paul. "Most people think it's a warrior's shield, but they're wrong – it's actually a representation of the top secret F89 Super Stealth Fighter. Quite a good one too, judging by the photograph of the prototype I saw in Jane's Fighting Planes last week. Amazing the people in Swaziland got it so close, really, especially as they designed the flag over a hundred years ago... Oh, where's the instructor gone?"



Duncan MacDonald: Seasoned flight sim addict Dunc seized the controls as soon as he was given the chance. Showing off, he pulled an inverted loop and a barrel roll. "I learnt that in *Falcon*," he said smugly. The instructor snatched the controls and took the Cessna into a vertical climb, rolling out at the top without stalling. "An Immelmann, as we say in the trade," he retorted. Duncan's turn again – a rather nice Flip Yo Yo followed by a Vertical Loop. The rather impressed instructor took the controls for his go. The growing crowd on the ground watched helplessly as the Cessna, spinning wildly, plunged earthwards and hit the deck at full speed. Three weeks later, having come out of a coma, Duncan was informed that the instructor had been killed and was asked if he could remember what had happened. His reply? "I think the pilot said something like, 'Right – now I'm going to show you something really clever'."

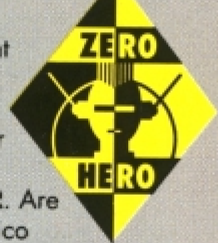
WHAT'S WHAT

Can't quite figure what our humble yet savvy reviewers are actually saying? Then just take a quick gander...



Games are marked out of 100 on four criteria; **Graphics, Sound, Addictiveness** and **Execution**. The first three are fairly self-explanatory but Execution may need a bit of illumination. Is there anything amazing about the scrolling for instance? Are all the sections of the game neatly tied together, showing a lot of care and thought on the part of the programmers? If so **Execution** will score well here. If you can't be bothered with all that then the **Overall Mark** gives you an at a glance summary. Now if we've said it once we've said it a thousand times... this mark is not an average of the other scores. Got that?

A game scoring 90 or above in the non-average Overall Mark department gets the much sought after **ZERO HERO** award (which is a flash way of saying 'buy it'.) Separate from the other scores (but not unconnected to them) is the **HASSLE FACTOR**. Are there 400 disk changes every pico second? Do you have to go through a boring title sequence before restarting? Things like that score here and they're marked out of 10.



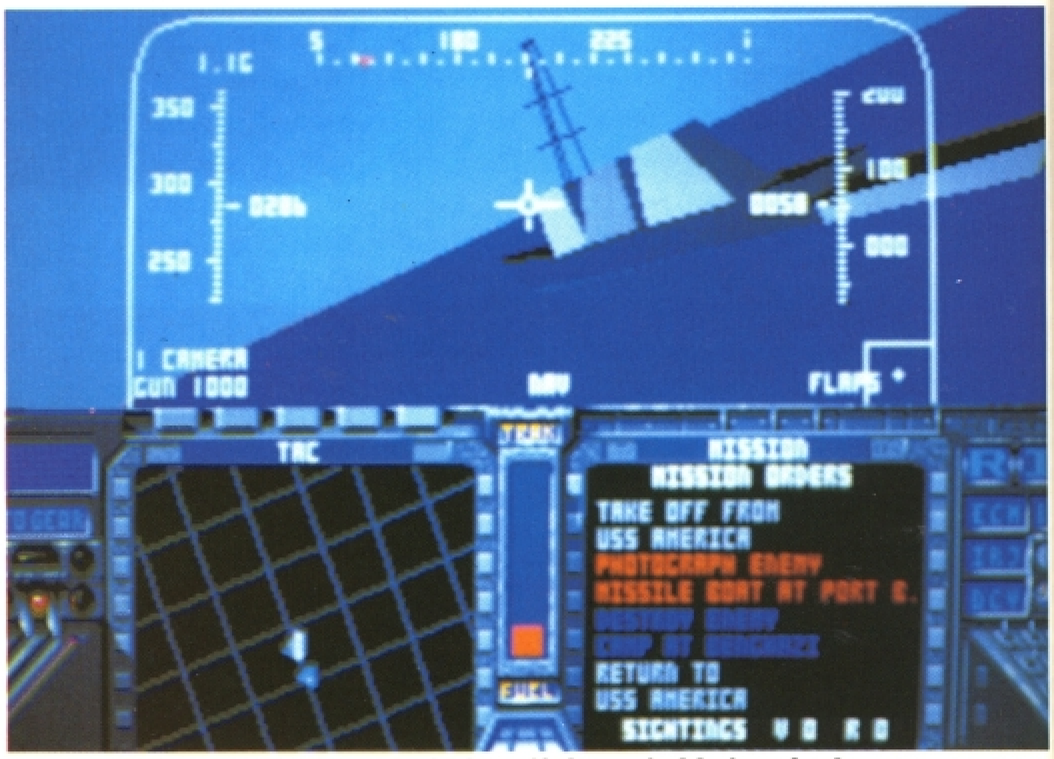
Each review also contains a **WHAT'S WHAT** box which is basically a box which tells you... er what's what in relation to price format and release date.

Well that's that for the main reviews but let's not forget the others. Firstly there's the section called **SHORTS** which is just that: short. It's a column devoted to a sprint through the best of the rest. Then there's the **DÉJÀ VU** section. Here you'll get reviews of new releases which aren't actually new at all (because they're already available on other formats). The **PRICE IS RIGHT** section is where you'll find the budget games reviewed. They only get an overall score because they're um... well rather cheap actually.

F-19 STEALTH F

Psst! Oi! Yeah, you, Boris, the one with the KGB lapel badge and bushy eyebrows! I've got this stealth fighter simulation, right, which sort of fell off the back of a B-1B, and like I was wondering if you'd like to, erm, read a review of it...





Erm... I think it's a bit late to ask them if they mind being shot!

Imagine you're one of the 'top brass' at the Pentagon. You suspect that the Soviets are up to no good again, building a new generation of 'super-tanks' at a secret location in the Ukraine. Somehow, you've got to produce photos of the installation for a top secret defence meeting. What to do? ZERO asked a few US servicemen for some ideas. "Nuke Moscow," suggested a nice young man with 'eat mummy' tattooed on his chest. "Selectively breed moles until they can dig a tunnel from Berlin to the USSR overnight," piped up another, "that way we wouldn't upset the ecological balance in the region." "I don't understand the question," said a third.

All this went to prove that a) US troops are definitely off their collective trolley and b) that the USAF stealth fighter is very secret indeed. For what better for such a mission than an aircraft that can fly in undetected, take close up pictures and come home again?

"I've got an idea. How about selling Hawk missiles to Iran and getting them to take a few snaps for us in return?" suggested someone incredibly stupid called Oliver North.

SILENT BUT DEADLY

The F-19 is a plane that is designed to be effectively invisible to all forms of detection. It has a tiny radar signature, a low infra-red profile and clean, quiet engines that don't leave vapour trails. Oh – and it's also quite difficult to see with the naked eye. In other words, it's perfect for strike and recon missions deep in enemy territory – like taking photos of a secret tank farm in the USSR. There's only one drawback – the F-19 is so hush-hush, it doesn't actually exist. It's a figment of a number of stealth technology experts' imaginations.

MicroProse released the PC version of *F-19* on November 10th 1988. By an incredible coincidence, the USAF admitted the existence of the *real* stealth fighter, the F-117A, on the same day. But now the ST and Amiga versions of *F-19* are upon us, they've had a chance to catch up on the latest military hardware – so you have the chance to fly the imaginary or real stealth fighter.

Apart from this albeit major change, the gameplay remains virtually the same as the original PC version – which is good news, since it was a pretty brilliant flight sim in the first place...

The mission selection procedure in *F-19* is what gives it such massive scope. To nick a sell-line, '*F-29* – it's big, but not *that* big'. In *Stealth Fighter*, you have the

STEALTHILY DOES IT

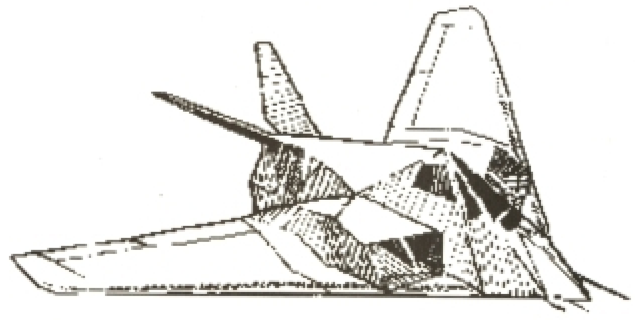


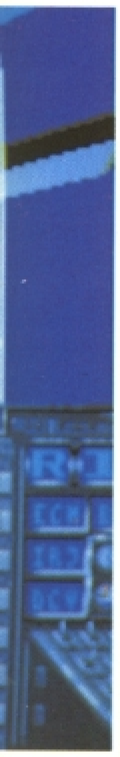
The whole idea in *F-19* is to keep your Electro-Magnetic Visibility (EMV) so low that nobody 'sees' you. Unless you're a complete plonker, in which case it's time to put your foot to the floor, go up to 10,000 feet and sky-write 'Gaddafi is a smeg head'.

The EMV scale has your radar visibility level represented by a bar coming up from the bottom and enemy radar bars from the top. When the two overlap, you're detected as a blip on their radar screens. When they are locked on, the warning light above the scale flashes.

There are several techniques to keeping your radar signature below a detectable level. Flying round doppler radars and straight at pulse radars helps. Generally speaking, your image is smallest from head on and you should fly low, level and very slow. Things that increase your visibility include climbing or diving, banking, opening the bay doors and crashing into the ground...

HFIGHTER





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choice of four different combat zones totalling nearly half a million square miles of accurately mapped terrain. That's not just relevant military targets and mountains (ie flying over featureless flat ground then a SAM site in the shade of a pyramid) – it's cities, towns, farms, fields, oil depots and windmills (and yes, the sails do go round). Missions consist of a primary and secondary target randomly drawn from a list of around 50 per combat zone. Not only that, some of them have randomly generated target sites and your take off and landing points also vary. This gives thousands of completely different possible missions.

Besides these details, you can set three different levels of aggression (from Cold War through Limited to Conventional War) which give a totally different complexion to each mission. In Cold War, staying undetected is at a premium. After all, it doesn't do much good to the US image if you're actually *caught* taking photos of Gorbie's 'dirty weekend' sin bin. With Limited War, things have hotted up a bit and any military targets are fair game – but the idea is still to stay out of sight. In Conventional War, however, you can behave like a footie hooligan in Sardinia. Farms, cities, large ornamental flower beds packed with rare strains of begonias – it's all fair game. Mavericks ahoy!

Add to this four different types of mission (Strike or Air-to-air Training and Missions), four levels of ability of opponents, the option to set 'no crashes' or 'easy landings' (for shandy drinkers) and *F-19* becomes a flight sim with more scope than any that you'll have seen previously. Quite simply, it's so big, you can make whatever you want of it. Whether you fancy clandestine missions air-dropping supplies to rebels in Iran or 'a tour of the most scenic SAM sites of Central Europe' (Horizon Breaks For Complete Nutters), *F-19* is probably what you're looking for. Unless you're a bit of an 'Oliver North'.

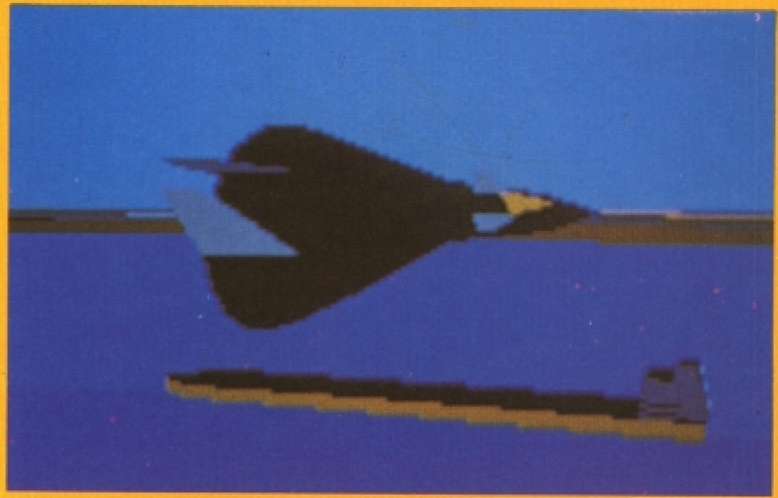
WHAT'S WHAT

TITLE	F-19 Stealth Fighter
PUBLISHER	MicroProse
PRICE	ST/Amiga £29.99, PC £39.99
FORMAT	ST/Amiga/PC
RELEASED	ST/Amiga July, PC Out now

FLY BOY FLY

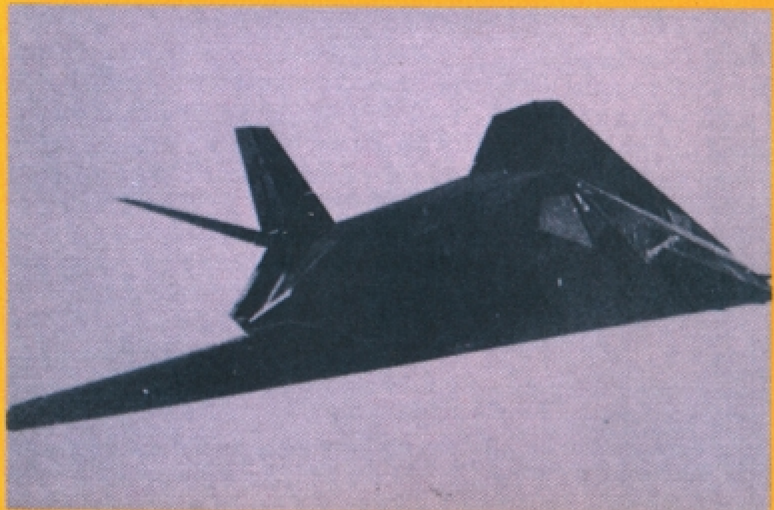
These are the planes you can choose in *F-19*. One is real, one is an informed guess about stealth technology and the other is a load of old crap put in specially at ZERO's request.

THE F-19



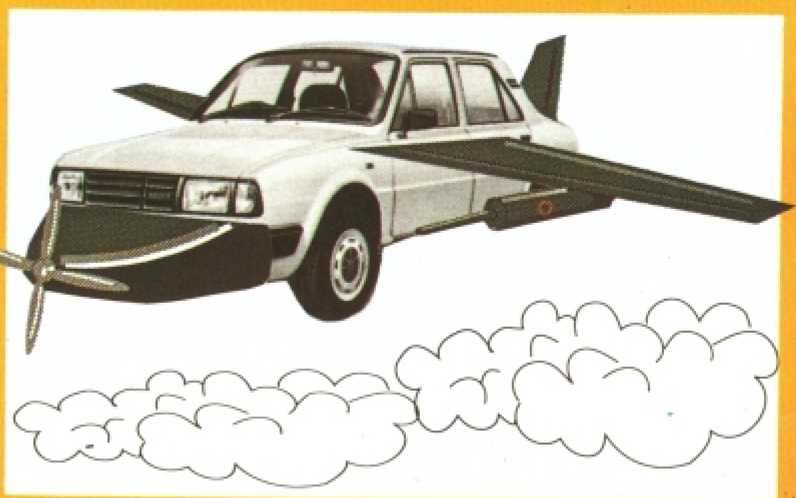
Here's the ideal stealth fighter which was dreamt up by a team of 'experts'. Length 59.00', span 31.75'. It boasts four internal bays. The bell shaped design with smooth profile is just the thing to diffuse any nasty radar signal. Affectionately nicknamed the 'Frisbee' or 'Nighthawk'.

THE F-117A



The 'real' stealth fighter which was built at Lockheed's 'Skunk Works' and first operational in 1983. Length 34.97', span 44.94'. It has only two internal bays and so is more limited in missions. The multi-faceted design has smaller radar signature. This model has somewhat erratic handling characteristics, hence the nickname 'Wobbly Goblin'.

THE F-0/FF



And finally, the 'daft' stealth fighter, built by Skoda for Mad Dog Airways. It has 17 external bays and a strange 'inside out' design. The idea is to maximise the radar signature so operators think 'no one could possibly be so stupid as to design a plane like this so it must be a flock of pelicans'. Widely known as the 'Flying Gonad'.



Inbound at 12 o'clock... and 10 o'clock... and erm, 25 past 5

Tim: I could waffle on for ages about how *F-19* has accurate this and that technical achievement, etc. but what you're really interested in are two things: speed and detail of the graphics.

Erm... They're very fast and incredibly detailed. Over sea or desert, it runs quicker than video. But even if you fly at 150 feet through the middle of a city with three MiGs on screen, it still chugs along at a cracking rate. If you're not satisfied with this, then I suggest you bog off and buy a VGA PC with 386 processor for a couple of grand. In terms of visual glory, well, there are four levels of detail for each object. In other words, as you fly in closer, it doesn't just 'pop up' suddenly, it 'grows'. Take a SAM site for example. As you fly in, it turns from a grey blob to a complete rotating radar station with six orbital missile platforms. It almost seems a shame to blow it up, it's so pretty.

Okay, so *F-19* looks the biz. But where it really scores is in the diversity and depth of the gameplay. Pick a Cold War assignment in the Persian Gulf and you might find your primary objective is to land on a remote airstrip in the Zagros mountains and pick up a top secret piece of Soviet gear from rebels. Your secondary target is a hat shop that happens to be next to an oil platform on Kharg Island. You set the difficulty, check out the flight path for radars, force concentrations and airbases, choose your plane, tool up and off you go.

Flying at 150 feet and 250 knots, you approach Iran from the south-west, arcing carefully around the HAWK battery at Bandar Khomenyi with its 'bitch-mutha' doppler radar. Tension builds as you weave through the radar network undetected. Enemy planes circle above, covering the gaps in the ground-based radar coverage. One flies so close you can almost see the pilot's glasses. You're flying flaps extended at 110 knots, just above stalling speed, radar signature so low it's nearly off the scale. Then you check out the mish objectives. Oops, better pile on the speed – the lights on the airstrip are turned off in 15 minutes.

HASSLE FACTOR: 1
Some furtive disk swopping.

Up to 330 knots and all's hunky-dory – apart from the fact that your radar signature is shouting out "Hey, I'm flying really fast, come and fire a SAM up my tail-pipe!". A pulse radar catches a single glimpse, then a second. Within seconds, a Tomcat locks on and closes for visual ID and a kill. With gay abandon (oo-er) you flick open the bay doors, arm up a Sidewinder and climb to meet him. Bang goes one F-14 but by now all hell's broken loose and a Rapier site has decided to launch a token of its affection up your big end. Arming a Mav, you turn to face the target, lock on, fire and dive for cover, dropping a decoy to fool the inbounds. Whee! Scratch one radar! Now no one is locked on and you've just 'disappeared'. You head for the mountains, duck into a valley at 250 feet and open the throttle wide open. And all because the rebels love milk tray.

Flying an *F-19* mission is like watching a film of which you're the director. Though long missions can be a tadge boring, particularly if you're a being used as a flying camera, it's always tense. Will you be spotted? Or striped? *(Or sacked for making crap jokes? Publisher.)* A variety of external views add to the fun, particularly when you're launching a missile. Follow an AGM-84A 'Harpoon' as it skims the sea and wipes out a Libyan gunship.

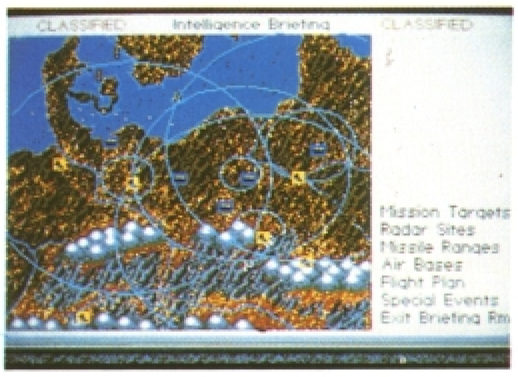
All the technical aspects of *F-19* work well. You have a choice of Nav, Air-to-air and Air-to-ground Head Up Displays (HUDs), 17 weapons, a waypoint navigation system (which can change



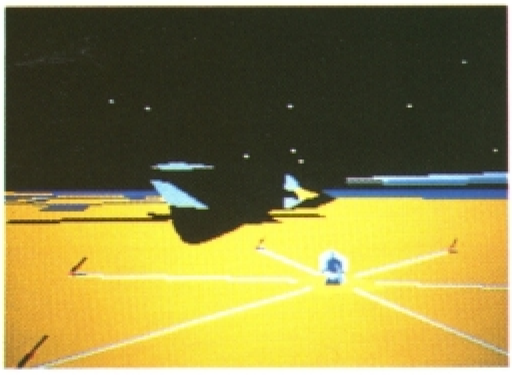
Tasty, tasty, very very tasty...

points in mid-flight), fully functioned tracking cameras, and two different map systems with zoom facilities.

If you're a bit of a 'wing-commander' in your spare time, then *F-19 Stealth Fighter* should be right up your runway. There's only one requirement – a brain. If you've an intellect on a par with our Olly, you won't get very far. But then if you're that thick, what are you bothering reading this for? STOP



Mission briefing map for Central Europe. Blimey! I think I'll stay at home until someone switches off all those SAM radars...


The night sky has been accurately mapped, so if your avionics get shot out, you can navigate by the stars! Now where's Orion's belt?

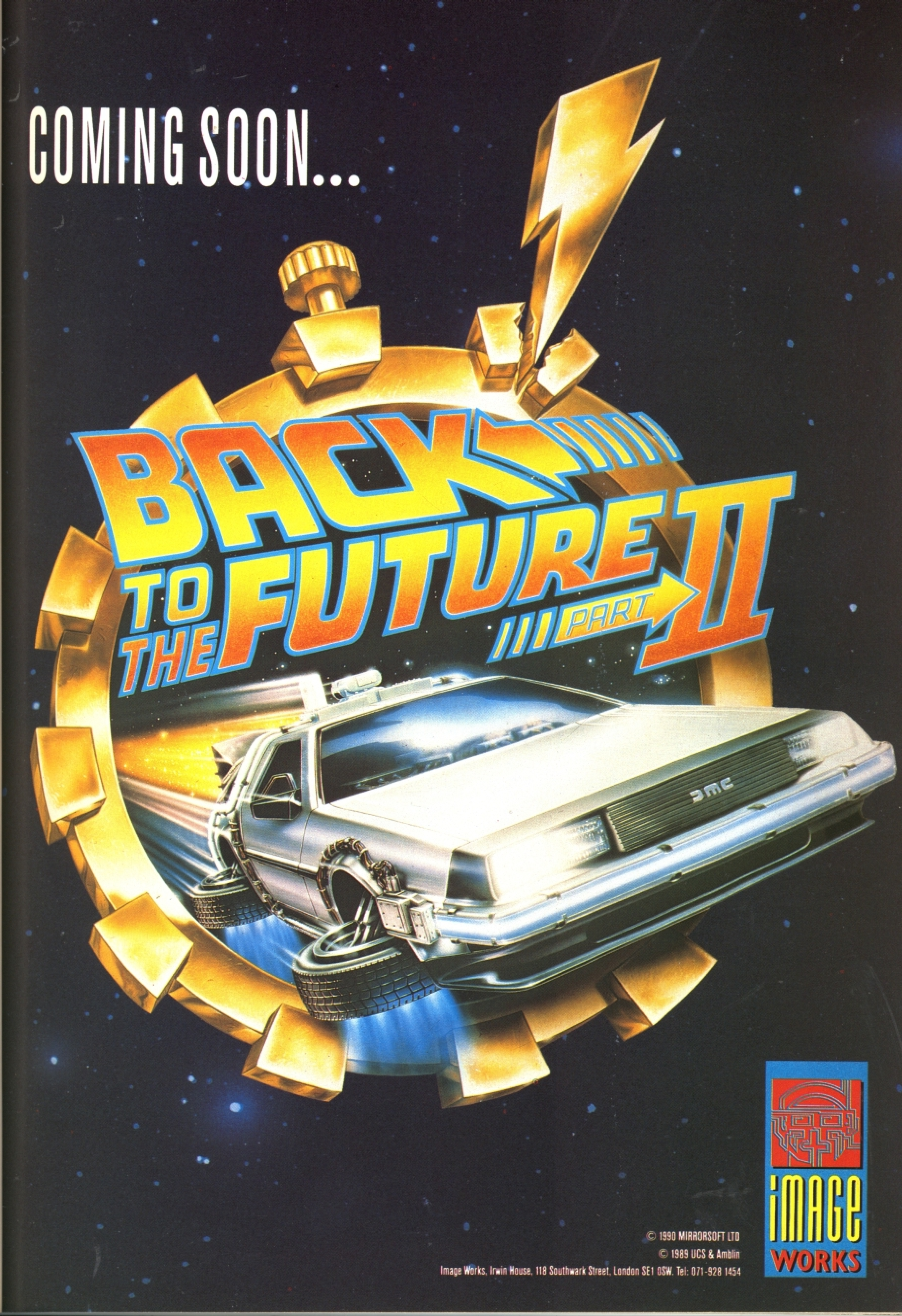
THE VERDICT

G	GRAPHICS	91
S	SOUND	87
A	ADDICTIVENESS	93
E	EXECUTION	89

• 20 • 40 • 60 • 80 • 100

The thinking man's flight sim. Massive in scope and superbly executed.

94


COMING SOON...
BACK TO THE FUTURE PART II
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VIVE LA DIFFERENCE!



♫ ♪ On golden dragons, let me ride away, to my world of dreams so far away (*shouldn't that be 'white horses'? Ed.*) ♫ ♪

We at ZERO like to think that we've been at the forefront when it comes to appreciating the increasing influx of foreign software. This will no doubt increase as 1992 quickly approaches and so it's been a real treat to find that a lot of these games are not only of high quality but also refreshingly different. Cultural differences lend new perspectives and where French games are concerned, this translates into a quintessential weirdness. As *David Wilson* shares this rather special quality, we sent him to Paris to find out what the folk at UbiSoft have up their sleeve (apart from their bras). *(Um, that's 'arm' in French. Ed.)*

One company making in-roads into the British market are UbiSoft. Despite appearing to be a small operation in terms of output, they are actually a large distributor of non-French games into their home market and are international licensed importers of weirdness. Anyway, on arrival at the Paris offices I encountered dozens of people dashing around in lizard masks and Jimmy Saville wigs. Sacré Bleu! It later transpired they'd been making a promo video for a new title, *BAT*. Phew!

UNREAL

The first of the long awaited Ubi titles we'll see in the shops over here is *Unreal*. This little number we first previewed in our February issue having seen a very impressive demo. Now it's very near completion. Basically the game is set on the planet *Unreal* where an evil guardian is in charge. The good couple, Artaban and Isolde, were fairly oblivious to all this, living in their idyllic valley with their chum, a copper dragon. Until, that is, the dragon went



The 3D Game and yet another example of French weirdness. Take *Afterburner*, take away the *F-14* and add a dragon. You'll have loads of weapon power-ups to collect, obstacles to avoid and big creatures to blast!



"Zut alors! Not only do ah 'ave to contend with ze sleepy ice but also with zis crazy female archer." These ice floes actually up end if you walk on the edge! Oh and they're slippy too!



Here Artaban comes face to face with an end of level guardian. He's armed with his enchanted sword which he can charge up along the way with fire, fire balls, even water shots!

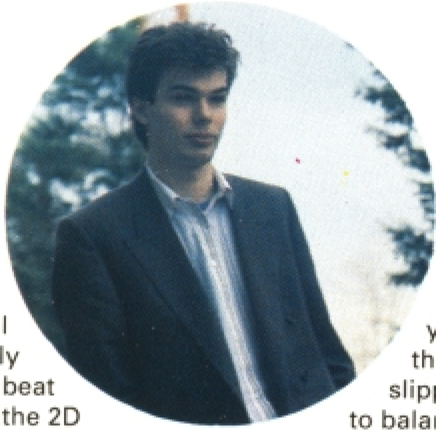


The little copper dragon avoids the beasties and the lightning and heads for the rotating airborne castle approaching the last leg of the game.

AWOL. Isolde went off in search and promptly fell into the clutches of the Dark Lord himself. This is where you come in, playing the hero, Artaban in a 2D, side-viewed, multi-directional scrolling, beat 'em up (with puzzle elements) and playing the copper dragon in a 3D, scroll into the screen, airborne shoot/avoid 'em up.

Unreal will be a novel game in that it not only combines two types of beat 'em up but also because the 2D part – although not very original in scenario – is very much a state of the art example of the genre. The graphics are very special with complex parallax scrolling. Especially impressive are the scenes with winter backgrounds.

Yves Grollet, the programmer of *Unreal*, adopts a pensive (if somewhat askew) pose for the ZERO camera.



Along with the snow falls, there are occasional blizzards that push you back across the screen! In addition, much of that ice is slippery and you need some desperate opposite joystick moves to counter sliding to your doom! I loved the graphics where you jump across ice floes – not only do you have to contend with the aforementioned slipperiness but you'll need to balance in the centre of the ice since the whole block tips up as you approach an edge! Hair-raising stuff.

The game will inevitably draw comparison with *Shadow Of The Beast* and in its favour it will have more sound effects and music, interactive scenery, puzzles that need to be solved in addition to mindless hacking, different enemies with different strategies and of course the two types of gameplay. All this without mentioning the splendour of the graphics – even the opening sequence is special! Right, what more can I say? Well, I could mention the... but no, I'll keep you in suspense and you'll have to wait to read the proper review next month. Just let the screenshots here speak for themselves...

WHAT'S WHAT

TITLE	Unreal
PUBLISHER	Ubisoft
PRICE	£24.99
FORMAT	Amiga
RELEASED	July

WHY SO WEIRD?

ZERO's roving investigative reporter explains why French software is so weird...

So, you want to know why French software is so weird? The answer is quite simple: the French are *that* weird! Consider the evidence...

1 The toilets. French toilets have a unique weirdness. Take UbiSoft's Gents. Situated on the first floor, the urinals face three very large windows – no curtains, no blinds, not even frosted glass! And they're in full view of three large apartment buildings!



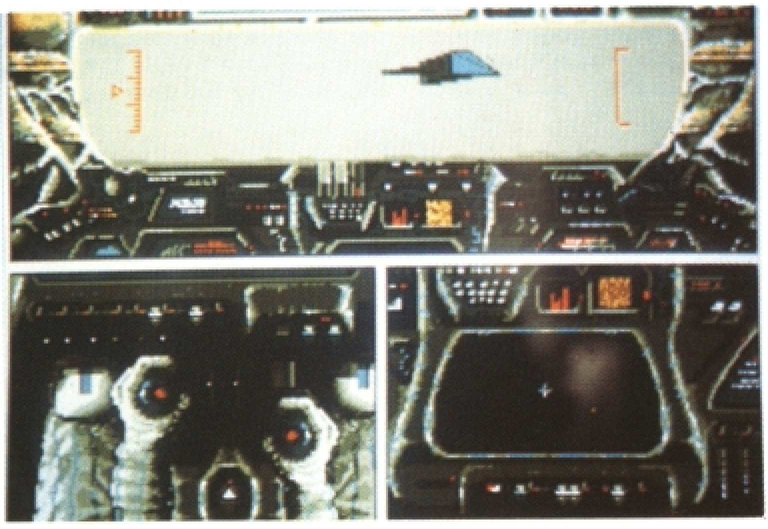


2 The People. Just take a look at these chaps! They're the programmers of UbiSoft's *BAT* and at the drop of a hat they've donned elephant trunks, wigs and lizard masks to pose for this picture. They are, from right to left (just to be a bit weird), Philippe Derambure (programmer), Olivier Robin (musician), Olivier Cordoleani (graphic artist) and Franck Jeannin, who with Hervé Lange forms the programming team.

3 The Rude Bits. Let's be frank, the French do have a bit of a reputation for being a tad saucy. In fact, UbiSoft themselves conceded that parts of *BAT* may be too steamy for the prim English palette. Yep, one part actually has a joystick waggler, where you, er... well, erm, you know, um, sleep with a lady. Hem hem. Anyway, in the English version this will be completely replaced by a disco dancing sequence(!).







Quite deep into the game you'll need to ride a 'drag'. (This has nothing to do with Julian Clary.) You'll have to fly a fairly straight route across the desert to a hostile outpost but the temptation to go on a tour and shoot down one of these innocent trader vehicles really is too much. So what if you'll have the police to deal with when you re-enter the city!?

BAT

We also previewed *BAT* back in February and since then it's progressed in leaps and bounds. *BAT* is a role-playing graphic adventure in which you play a member of the eponymous Bureau of Astral Trouble-shooters. The future city of Selenia is being held ransom by two escaped convicts, the evil professor



In France, *BAT* is being sold with a special sound card which enhances the sound but also serves as the game's security system. This means that the game costs more and UbiSoft is still debating the viability of selling the game with the sound card in the UK.

Vrangor and his henchman, Merigo. The dastardly duo have threatened to detonate bacteriological warheads unless their demands are met and you have to stop them!

Silenia is a huge, sprawling metropolis and the atmosphere and setting are very reminiscent of *Blade Runner*. You enter this world, collect your basic weaponry, then set out in the quest to eliminate the bad guys.

Unlike UbiSoft's last title, *Final Command*, *BAT* doesn't offer linear gameplay but instead gives you freedom of the city, so to speak. Your ultimate objective can be achieved by performing some or all of various tasks in different order. The game boasts over 1100 different locations so there's an awful lot of exploring to do. Questioning aliens can be helpful, so it's fortunate, is it not, that you have a computer sewn onto your arm (ouch!). This you can 'programme' to translate from 'alien' and/or 'robot' or to give audio warnings of danger and so on.

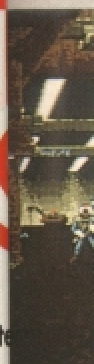
Apart from the myriad locations, you can also interact with characters by clicking on them when your cursor turns to a speech bubble. This produces a menu of options including talking, stealing, attacking etc and each of these options will access a sub-menu of what you want to steal or say or whatever. There's also combat, a gambling sub-game and even a small flight sim... Phew! All this and the potential to save characters and game positions. Actually UbiSoft have already started work on the sequel, *BAT 2*! You'll have the ability to save your character from *BAT* and take him into the second game.

BAT, already released in France to rave reviews and awards, will probably see the light of day in the UK in September. Make sure you don't miss the definitive ZERO review.

WHAT'S WHAT

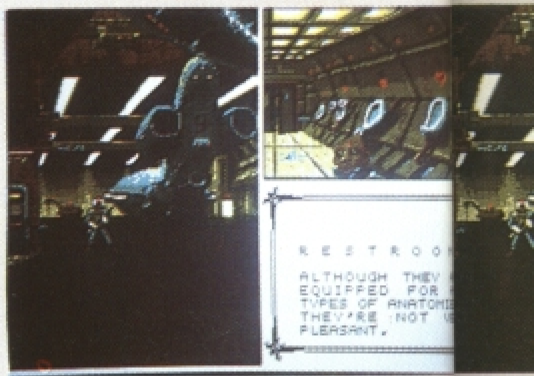
TITLE	BAT
PUBLISHER	Ubisoft
PRICE	£29.99
FORMAT	ST/Amiga/PC
RELEASED	September

BA BASIC



This is how the game syst operates. Move your cur around the location an will change to let you kn which action you can initi

1 He Me ones – equer asser



2 **Clicking on the far right door takes us into the erm, men's room. Here's a new graphic and description overlaid.**

3 N cu our ca missio

EAU L

ZERO asks the Volvic ad to r

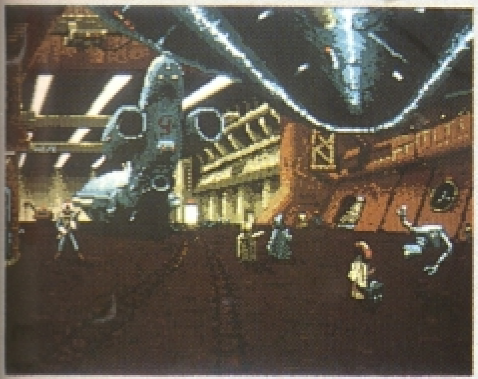
"The French," said George as he tidily polished the bidet, "are actually very open."
"Rather like this bottle of Volvic - Veulveek as they pronounce it," said Julia as she grasped the clea plastic, blue bottle.
"What?" asked Henry rather astutely, "you mean they're full pure mountain spring water?"
"Well, that and also vast quantiti of garlic, frogs legs and snails," continued George.
"That," said Julia, "rather reinfor a staid national stereotype, don't

you th 'Rathe here iltered he Au 'Perha 'this l oh', c cause 'It's r that believ of it. asked had n

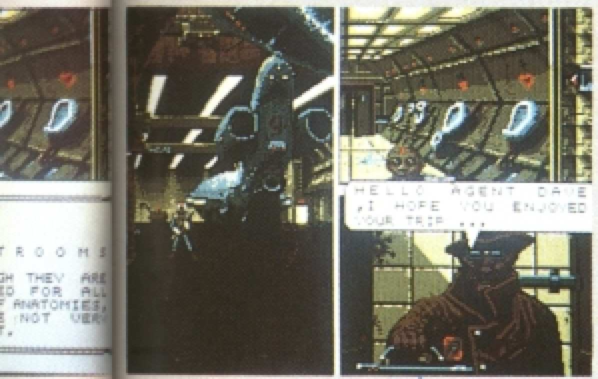


AT
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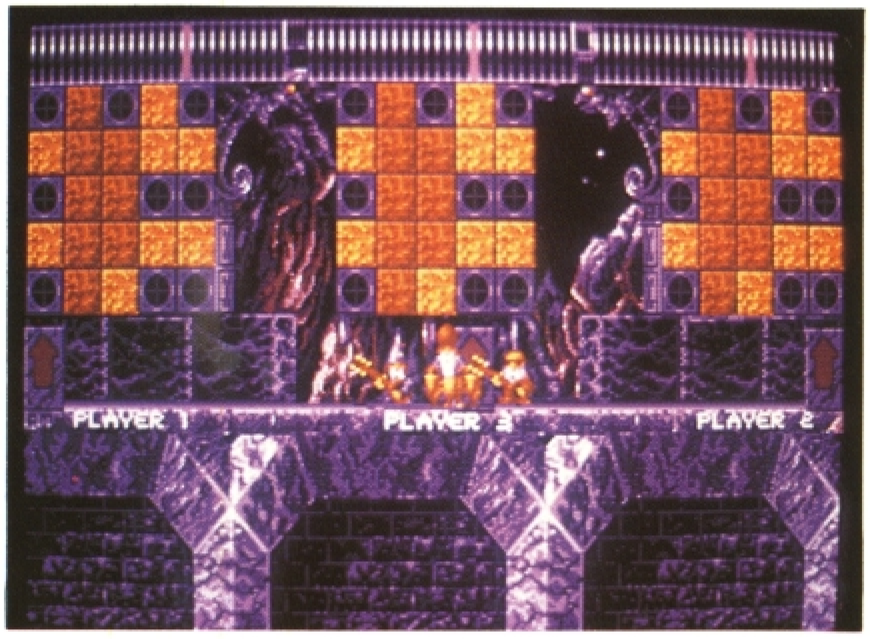


1 Here's the opening location. Most graphics – even the smaller ones – have numerous animated sequences as spaceships arrive or passers by, er... pass by, etc.



t door
men's
c and tex

3 Now we click on one of the cubicles (ahem) and out pops our contact who briefs you on your mission and gives you equipment.



Right, we're all ready to start a three player simultaneous game. Those are the three grids showing the patterns we're aiming to achieve. I just lurved the three little wizards playing the theme tune centre stage.

U LA!...

ic ad y s to ruminate on the French.

ge as he you think?"
, "are "Rather," Henry chirped in, "I mean there can't be that much water
Volvic – o filtered through the porous rock of
e it," the Auvergne."
he clear "Perhaps then," George continued, "this lack of pure spring eau – or
er 'oh', as it's pronounced – is the root
e full of cause of their weirdness?"
r?" "It's rather like," Henry pontificated,
uantities "that Piat D'Or then. We're led to
ails," believe the French can't get enough of it. And yet," he continued, "I
reinforce asked a Français recently and he
, don't had never even heard of it!"



"Yes that may well be true," agreed Julia, "but at least their advert is better than ours."

"Certainly," conceded George, "but they go for the slice of life approach instead of a bunch of pretentious yuppies."

"And they don't," agreed Henry, "have the first part of every sentence interrupted by the attributive clause."

"You mean," questioned George, "like this?"

(That's enough of the Volvic team's pontifications. Ed.)

BRAIN BLASTERS

Brain Blasters will be the second Ubi game to invade our shores and it's in yet another style. This time it's in the form of a puzzle game with humorous, colourful graphics, gambling and the potential for up to three players to play simultaneously in so called 'mad mode'. There's a looney story behind it all involving your rise from humble wizard to 'The Teller' (which incidentally is what this game is called in the rest of Europe). To be a good Teller requires dosh, logic and memory power and the quest to improve these is the excuse for what looks like a brilliant little puzzle game.

Basically, at the start of the game you're shown a pattern of various coloured shapes placed on a grid. When you start, this disappears and you have a blank grid to fill with the various pieces that fall from the top of the screen. Not only do the various shapes tumble earthwards, but also several different and rather helpful icons – such as an 'M' that gives you a reminder of the pattern and a 'joker' that gives the correct shape for the space you choose. There's also a little pink parcel which gives a mystery piece – beware, this can contain a bomb! Fit the pieces into the correct spaces on the grid before the time runs out and you're laughing (provided you'd placed a healthy bet on your performance beforehand).



In the two or three player mode, it's a race against the opponent(s) rather than the clock. Instead of having the run of the screen, it's now divided in half (or into thirds if you like) and initially you can only occupy your portion. This can be rather frustrating when all the pieces you need fall into the opponent's area, but don't let this little hiccup worry you. In the multiplayer games you can receive a 'free' icon which gives you access to the whole screen. Whoopee!

If you succeed and earn enough money – 2,500 gold coins in all – then you can progress to the Iozu: erm, a rather complicated puzzle exam for which you have to stump up the aforementioned cash. With four levels of difficulty, twenty five levels in total, funny little bits of animation (watch your wizard be blown up by the explosive parcel, then fall earthwards a few seconds later!), gambling and the curious 'talk to God' option, I'm definitely looking forward to getting a copy of *Brain Blasters* in the office. (*I bags first go. Ed.*) STOP

WHAT'S WHAT

TITLE	Brain Blasters
PUBLISHER	Ubisoft
PRICE	£24.99
FORMAT	ST/Amiga/PC
RELEASED	July



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STUNT CAR RACER

MicroStyle

"A stupendously fast, action-packed, solid 3D racing game. If it were in the arcades it would 'clean up'. Brilliant!"

ZERO Issue 2 SCORE 92

FORMAT	R.R.P	ZERO PRICE	ORDER CODE
ST	£24.99	£19.99	SBST0001
Amiga	£24.99	£19.99	SBAM0002



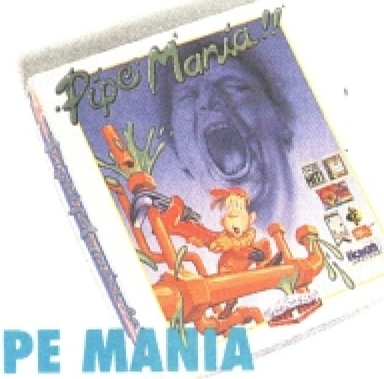
DAMOCLES

Novagen

"A corker of an arcade adventure with totally engrossing gameplay. Damocles is Mercenary to the power of three!"

ZERO Issue 7 SCORE 93

FORMAT	R.R.P.	ZERO PRICE	ORDER CODE
ST	£24.95	£19.99	SBST0007
Amiga	£24.95	£19.99	SBAM0008



PIPE MANIA

Empire

"Brilliantly simple. Simply brilliant."

ZERO Issue 5 SCORE 92

FORMAT	R.R.P.	ZERO PRICE	ORDER CODE
ST	£19.99	£15.99	SBST0003
Amiga	£19.99	£15.99	SBAM0004
PC	£24.99	£19.99	SBPC0005



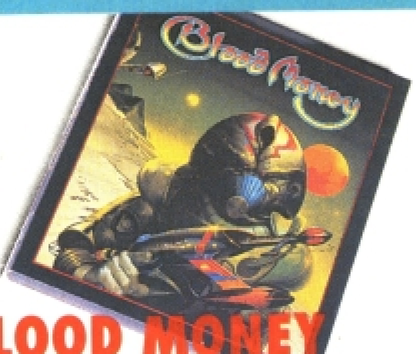
TANK

Spectrum HoloByte

"The Falcon *of tank simulations."*

ZERO Issue 7 SCORE 91

FORMAT	R.R.P.	ZERO PRICE	ORDER CODE
PC	£34.99	£29.99	SBPC0009



BLOOD MONEY

Psygnosis

"This is murderously mind-blowing stuff!"

ZERO Issue 6 SCORE 90

FORMAT	R.R.P.	ZERO PRICE	ORDER CODE
PC	£24.95	£19.99	SBPC0006



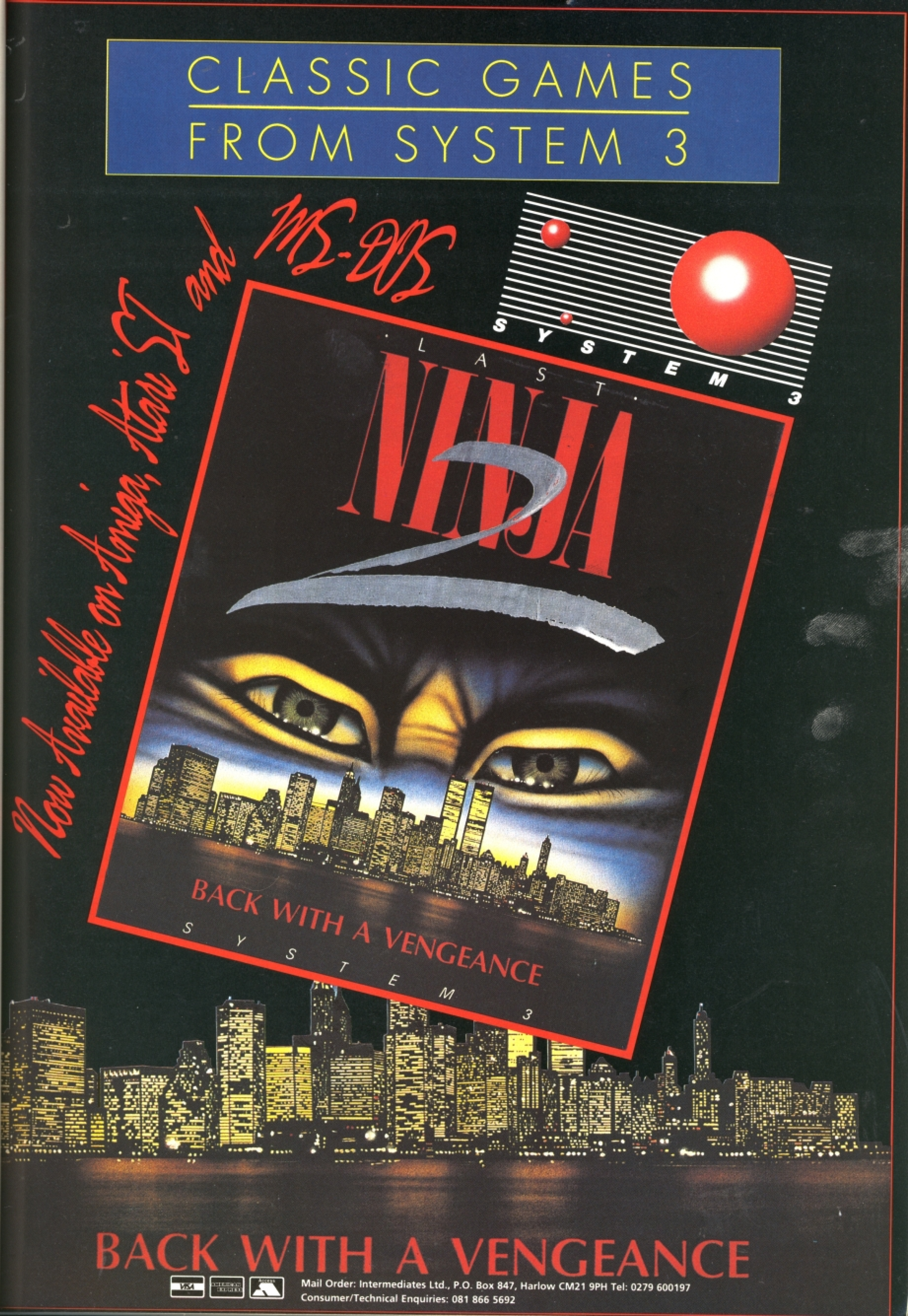
KLAX

Domark

"Knee-tremblingly addictive Tetris *with knobs on. Klax is a real hooker."*

ZERO Issue 7 SCORE 90

FORMAT	R.R.P.	ZERO PRICE	ORDER CODE
ST	£19.99	£15.99	SBST00010
Amiga	£19.99	£15.99	SBAM0011
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review

COMBO RAC

What goes "Lean out, lean out... no, no, the other way, left, left, no right, aaaah!"? That's right, it's *David Wilson* and *Paul Lakin* playing *Combo Racer.*



"What do you mean change gear? What's wrong with what I'm wearing?"

Motorbikes are funny old things, aren't they? It's easy to tell why motor cars and lorries don't fall over 'cos they've got four wheels – it's all to do with balance. But motorbike thingies have only got two wheels so how they stay vertical is anyone's guess.

***Combo Racer* doesn't need to dabble in the murky world of equilibrium since the motorbike in question has got a side-car slapped on the... er... side. As well as stopping the bike from toppling over the side-car has many uses, such as allowing you to carry your pet cat, a large pot plant or a complete set of Agatha Christies. This will ensure you an interesting, homely journey but is unlikely to boost your chances of winning a race. For that you'd be far better advised to strap on a friend and let it all hang out. (Ooer!)**

***Combo Racer* is a one or two player racing game with a difference. In most two player racing games you're frantically trying to get away from the other player and win. This would be an unfortunate tactic to follow in *Combo Racer* since you are both on the same bike. One of you gets the glamorous and relatively safe job of driving the bike while the other has to risk life and limb (to say nothing of bottom) trying to keep the bike on the track. This is achieved by leaning in out, in out and shaking it all about. If you lean the wrong way or too far the right way, you'll find that you, the bike, your partner and the road have all parted company.**

All these gymnastics are performed over a range of eight tracks. If these aren't difficult (or easy) enough for you then there's always the track editor. This is a bit like using a scalextric set, you put a selection of curves, straights and humpback bridges together to make a fiendishly cunning track and then find you can't get it to join up at the end. This is the sort of engineering that gives the Channel Tunnel a bad name.

You'll need a steady nerve, a fast turn of speed and an asbestos bottom to get through the season. Even qualifying in pole position is likely to play havoc with your hedgehog skin underwear.

WHAT'S WHAT

TITLE	Combo Racer
PUBLISHER	Gremlin Graphics
PRICE	£24.99
FORMAT	ST/Amiga
RELEASED	Out now

Paul: Times 'ave changed since I were a lad. In those days we had to make our own fun by playing games like *Knee Break*, where you pedalled up to a motorbike that had stopped at traffic lights and grabbed hold of the back. Nowadays everyone ponces about wearing crash helmets in their Mini Metros; kids today, they just don't know they're born.

At least *Combo Racer* catches some of the thrills and plenty of the spills of those racey pre-Metro days. In one player mode it's a smooth, fast and fairly novel racing game. The figures are nicely animated, especially the sidecar passenger and control is really sharp.

HASSLE FACTOR: 2
Lots of returning to the option table.

However, it's in two player mode that this game really comes into its own. Both players have to work together if the bike is going to stay ahead of a very competitive field. If the 'driver' doesn't watch his revs, gears and speed, then he'll either stall his engine or start doing Catherine Wheel impressions. Equally, any bad positioning from the passenger will at best slow the bike down and at worst send it flying off.

The races themselves are difficult even at the simplest level but not unplayably so. The main problem with the competitors is not so much their skill as their graphics. They have a slightly unfinished look about them. The same is true of the sound. Although there are some nice effects, such as when going



Algernon take your hand off my shoulder this instant!



Where's everyone else gone?

through tunnels or when you change gear, the sound is a tad on the thin side.

However this doesn't really affect the gameplay and pales into insignificance when set against the Track Editor. This little beauty allows you to build a track from scratch, putting in as many curves, humped back bridges and straights as you like. It's even possible to determine the gradient of any slope you put in. Before long you find yourself spending more time designing new circuits than actually racing round them.

Even without the two player option and track editor *Combo Racer* is certainly an above average racing game. With them it's excellent.

THE VERDICT

G	GRAPHICS	86
S	SOUND	80
A	ADDICTIVENESS	89
E	EXECUTION	90

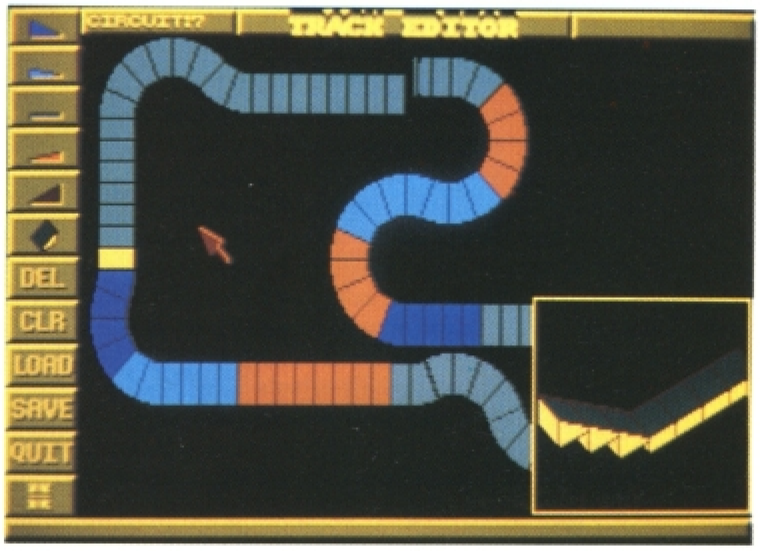
An imaginative and extremely playable racing game.

88



What the devil are you doing? Lean left, you fool, lean left.

David: As soon as I saw that little side-car chap's derrière perched provocatively close to the tarmac as his team mate roared around the course at 120mph, I immediately recognised the potential for much Frankie Howard type 'Ooh no Missus, buttocks no, titter ye not' type remarks. Anyway, you'll be pleased to hear that I decided against it. Right, well what can I say? I'm a big fan of motor racing games and I've been very saddened by most



Just how 'sausagey'and perilous you make the track depends entirely on how much you like your passenger.

available thus far. Few have really captured a convincing sense of speed and excitement and, frequently, the 16-bit versions have been left shamefaced by their 8-bit counterparts!

Well, this having been said, *Combo Racer* gives a good impression of speed. Programmed for Gremlin by Imagitec, the sound and graphics are both good. The pre-programmed courses offer variety and different colourful backgrounds. Add this – which already makes it an above average racing game – to the innovative inclusion of two player co-operation and the track editor and *Combo Racer* gains even more over its rivals. The idea of having animation within your main sprite, was a bit of a brainwave. Although the passenger moves a bit jerkily, he does drastically alter the way the bike reacts to the driver's control and, as such, the team work required adds a nice new perspective. The track editor is a great idea – it builds just like a Scalextric set (except without those crap pieces of track that make your cars stop). Okay, so why isn't it a ZERO Hero?

HASSLE FACTOR: 1
Inevitable swopping for the Track Editor, but nothing to spoil the racing action.

Well, that's hard to pinpoint. But, despite my comments about the impression of speed, there's something about your bike's turning relative to the road that doesn't quite gel and there's something about the other bikes relative to your bike that doesn't quite gel either. They overtake (with nice accompanying sound) and the graphic shoots past. It gave me the impression that there was no way you could catch it, but let me reassure you, you can. I did (eventually) manage to win and very thrilling it was too.

Maybe I'm being hypercritical, but I still haven't found the ideal racing game on the ST or Amiga. *Indianapolis 500* does it for me on the PC, but there's absolutely nothing else which compares on the other formats. This gripe aside, *Combo Racer* is without doubt the one I'd buy while I'm waiting.



THE VERDICT

G	GRAPHICS	86
S	SOUND	84
A	ADDICTIVENESS	89
E	EXECUTION	90

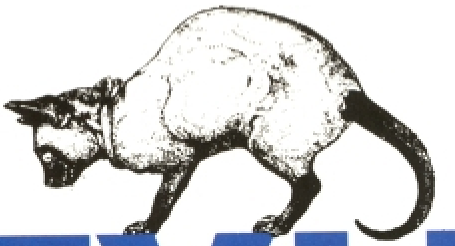
A great – but not perfect – racing game with very novel track designer and two player option.

89



Ah... well, when I said 'left' of course I really meant right.

review



PROJECTYLE

David Wilson **just didn't relish Project Tile, the game based on bathroom ceramic decoration. Fortunate then is it not, that Electronic Arts' *Projectyle* has absolutely nothing to do with bathrooms (the clot).**

ZERO HERO

Hurrah! It's another of those up-to-three-can-join-in, simple-to-learn, hard-to-master sort of ball games. Er... well I say another ball game, but there haven't really been that many, have there? There was *Speedball* of course... but anyway, this one's a different kettle of fish... and it's also rather good. Take an arena comprising five interconnecting squares, place a member from each of three teams in each square, add a ball that's prone to burst if squashed and you've got *Projectyle* from Electronic Arts.



The playing arena looks like this. One member of your team and one each of your opponents start in the centre with the ball. From here the ball can be knocked through one of the four interconnecting tunnels, either into an outer pitch featuring one team's goal mouth or the so called 'Frantic Zone', a pitch featuring a goal for each team as well as the return to the centre. Erm... confusing, eh? Each game comprises three 'sets' and for each of these the position of your goals will change. Gameplay is also spiced up with the inclusion of numerous power-up icons. Each effect lasts for nine seconds, there are eighteen in total and they fall into three categories – those affecting the players, those affecting the pitch and special effects. The first includes extra 'boing' and 'slide' and 'loony ball', the second ranges from Teleport and 'Seal Exits' to extra dosh and stamina while the third offers pitch, 'slide' and 'boing'.

For serious league contests you can train players – using the dosh you collect (but then you risk injury!), opt to play a whole league, a championship or a solo game, track your position in a league table, and save your game or your team's progress to disk. Each team has different characteristics as has each of the pitches (and in addition a team plays better on their home pitch!). Players themselves move around rather slowly but boost ballwards on pressing the fire button. Add all this to the large number of user friendly options – including the choice of watching games without human players and slow motion goal re-plays, even close ups of scorers – and you've got one rather frenetic multiplayer. Shall we kick off the review then? Three, two, one... Pheep!



Coincidentally, the programmers are called Eldritch The Cat and there's a team called The Eldritch Cats. Weird, eh? This is their training screen.

S T

David: This is the stuff... the sort of game that goes down a treat with ZERO ... 'cos three of us can play simultaneously. Hurrah! Not only is it multiplayer, but it's also extremely playable and addictive. Pilot your team in a one off (or 'solo') match, a league of between six and twenty one weeks duration and comprising eight teams(!) or a 'sudden Death Championship' – the choice, as Graham from *Blind Date* would say, is yours. There are further complexities such as training players, injuries, numerous icons, even the arena itself, but in essence *Projectyle* is simple enough to instantly get you hooked. Game speed can really hot up in some arenas and the fact that there are three self interested teams adds a refreshing perspective. No longer can you hang back from a goal mouth to anticipate the ball being cleared in your direction. In all likelihood what'll happen is your second opponent will nip in there and steal the goal. Furthermore, conceding goals isn't too crucial, it's the total number scored irrespective of which opponent is the victim. So what can I say? I've used so much space trying to explain the gameplay, I haven't left much to talk about how it looks. Hopefully the screens will do that, but let me add that it has beautifully smooth scrolling, it's fast and colourful. *Projectyle* is an instantly accessible, addictive multiplayer offering bags of frenetic fun. STOP

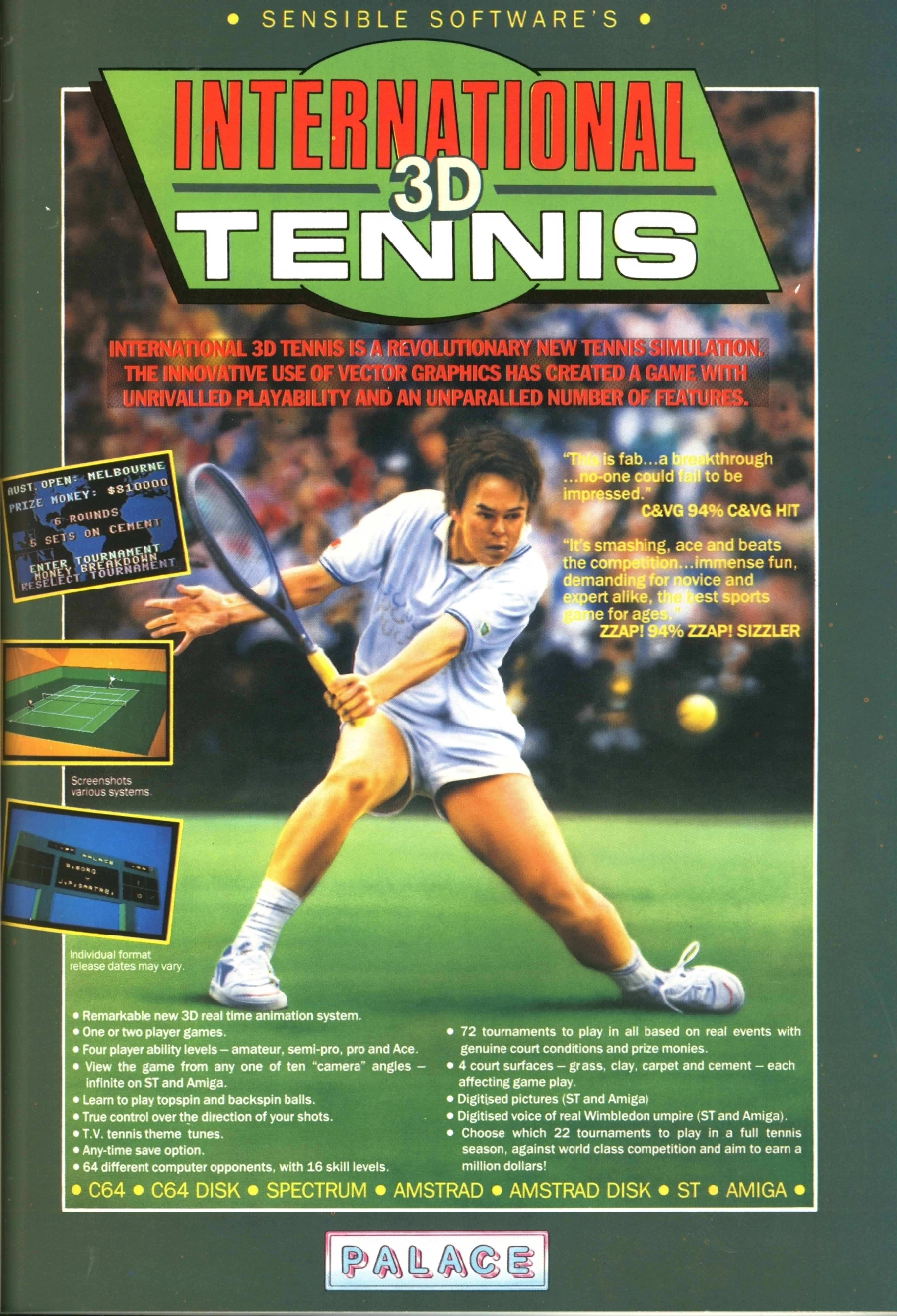
HASSLE FACTOR: 0
One disk and few disk accessing interruptions.

WHAT'S WHAT

TITLE	Projectyle
PUBLISHER	Electronic Arts
PRICE	£24.99
FORMAT	ST/Amiga
RELEASED	Out now

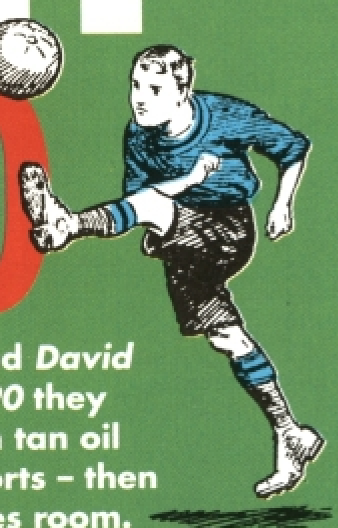


GRAPHICS	88	ADDICTIVENESS	90
SOUND	80	EXECUTION	90
OVERALL	90		


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ZZAP! 94% ZZAP! SIZZLER
Screenshots various systems.
Individual format release dates may vary.
• Remarkable new 3D real time animation system.
• One or two player games.
• Four player ability levels – amateur, semi-pro, pro and Ace.
• View the game from any one of ten "camera" angles – infinite on ST and Amiga.
• Learn to play topspin and backspin balls.
• True control over the direction of your shots.
• T.V. tennis theme tunes.
• Any-time save option.
• 64 different computer opponents, with 16 skill levels.
• 72 tournaments to play in all based on real events with genuine court conditions and prize monies.
• 4 court surfaces – grass, clay, carpet and cement – each affecting game play.
• Digitised pictures (ST and Amiga)
• Digitised voice of real Wimbledon umpire (ST and Amiga).
• Choose which 22 tournaments to play in a full tennis season, against world class competition and aim to earn a million dollars!
• C64 • C64 DISK • SPECTRUM • AMSTRAD • AMSTRAD DISK • ST • AMIGA •
PALACE

ITALY 1990





When we told *Paul Lakin* and *David Wilson* to look at *Italy 1990* they reached straight for the sun tan oil and British Bulldog Boxer Shorts – then we locked them in the games room.



Neil Webb storms through while the Irish defence wait for someone to invent a game that includes the offside rule.

There can't be many combinations of the words World Cup, Italy and 1990 that haven't appeared on computer games packaging in the last six months. US Gold has managed to slip two out of the three buzz words into its new footie sim. It also slips in a rather detailed manual giving a short biography of great players past and present. There's information on all 24 nations in the contest and the possible squads they'll be sending. There's even a World Cup Trivia Quiz, at which the ZERO team scored a miserable 30 points (Rating: Sunday League Player).

Having humiliated or impressed yourself with the quiz, it's time to get into the game proper. Your first problem is which national squad to pick. Each squad is rated out of five for skill, speed, aggression and strength as well as having an overall rating. The lower your team's rating the harder you will have to work if you want to progress to the next round. Should you be patriotic and risk waving bye bye to the World Cup? Or should you choose one of the more skillful teams and boost your chance of success? Decisions, decisions, decisions. (Obviously Italian or Brazilian players will not be faced by such a dilemma.)

Individual players, like the squads, are rated for speed, aggression etc, though they don't get an overall score. The various skills are reflected in performance on the pitch. The advantages of speed are obvious but strong players are equally useful since they can shake off tackles and plough through weak defences, scattering bodies all round them.

The length of a game can be varied from two to forty five minutes and after each match you can check up on how the other competitors are doing. The stages of the World Cup are all present and correct from the initial group system all the way through to the final, assuming of course that you get that far.

WHAT'S WHAT

TITLE	Italy 1990
PUBLISHER	US Gold
PRICE	£24.99
FORMAT	ST/Amiga
RELEASED	Out now

Paul: This game has a lot to answer for. Two nights running I missed my train home because I'd hung on at the office in a desperate attempt to guide England through to the final. The effort of winning the cup for Italy left me with such a swollen finger I had to give up tiddlywinks for a week. Much more of this and I'm putting in for a free Bryan Robson first aid kit.



Another great World Cup for Scotland.

It doesn't take more than a few pico seconds to get the hang of the *Italy 1990* gameplay which puts the emphasis on control. Running with the ball, the old one/two and sliding past tackles, there's nothing these boys can't do (except perhaps recite the complete works of Shakespeare in Serbo Croat). The lack of an on-screen radar (such as in *Kick Off*) does slightly cramp your style since you don't know where any of your players are unless they're in the immediate vicinity of the ball. This cuts out the possibility of long range passing and means you don't know where your opponent's defenders are until you run into them. Rather a pity really because when you can see other players it's possible to put together some Hoddlesque passing sequences.

Where the game is a real winner is in its closeness to the real competition. Not only do you get all the squads, you even get each team's second colours. So when Scotland play Italy it doesn't look like a Young Conservatives meeting. Being able to select genuine players adds to the feel of the game. It's very effective when you know who's on the ball, though it



Oh no, surely not another injury!

would be nice if the GOAL screen also gave you the name of the scorer.

The individuality of the teams and players in effect gives the game a variety of levels of difficulty. Playing England against Egypt presents no great problems; against West Germany you've barely noticed you've got the ball before you're tackled from about four directions at once. Play as Italy and your players will leave most opponents flat-footed on the wing. If you fancy yourself as the new Sir Alf then pick Cameroon and see how far you get.

HASSLE FACTOR: 1
A bit of hanging around between games.

The game is let down a little by a poor soundtrack: the ball sounds like a soggy paper bag and surprisingly there's no crowd noise. Anyone buying this game in Glasgow may be embarrassed to hear the music track. It's not a million miles removed from the anthem of a certain Ally's Army. "We're on the march... "

However, despite the wobbly sound, *Italy 1990* shows signs that a lot of care and attention has been spent on it. The manual is informative and well put together; so is the game. This is easily the best World Cup game to appear in this year's 16-bit market.

THE VERDICT

G	GRAPHICS	85
S	SOUND	68
A	ADDICTIVENESS	90
E	EXECUTION	88

• 20 • 40 • 60 • 80 • 100

The most genuinely World Cuppy of all the World Cup games.

89



Oh dear, oh dear, who on earth shall I put in midfield?



Barnes splits the Dutch midfield... if only!

David: There's something special about a World Cup, isn't there? I mean, perfectly normal people who may not in normal circumstances give a jot about football can be totally swept along by nationalist fervour and sit glued to the telly for weeks on end! Take me for example, I mean much to the chagrin of Paul 'Walking Football Almanac' Lakin, I couldn't tell a Lineker from a Lou Beale. Still, along comes the World Cup and I'm bitten by the bug. I collected all the Esso World Cup Squad coins – I'm talking the 1970 squad(!), I even collected the whole set of 1970 World Cup stickers. Nothing else has ever inspired such religious enthusiasm in me, with the exception of Johnny Morris – I also collected the Johnny Morris' safari sticker collection (but that's another story).

Anyway, taking the multitude of Italia '90 games into account, (including Virgin's officially licensed one, hem hem) this has to be the most realistic representation of the World Cup machinations. All the teams, the squad members, the actual performance of individual players(!) even down to the manual which is a colourful and informative booklet on World cup facts, teams, venues and fixtures are all beautifully presented here. So it's the best World Cup game so far (all the more commendable in the light of US Gold's previous footie fiasco – *World Cup Carnival*), but how does it fare as a football game? Well, it plays very well. Perhaps in a head to head, I'd buy *Kick Off* first but it would be a very close thing indeed. The graphics are much better of course and the ability to pass to team mates (on screen) works well, but it falls down for me in a couple of areas. Firstly, it doesn't offer one of those radar type pitch insets that relates the ball's position to the pitch and all your off screen players. Secondly, it lets you control the goalie, which is nice in theory, but in reality he frequently switched as I was moving a defender off to the right ie exactly at the wrong time, goalie vacates net and moves off to the right! Okay, so this is my opinion, but what of the differences in the Amiga version? Well, there are very few basically, my sole remark would be that I prefer the ST sound.

HASSLE FACTOR: 1
Slight inter-match accessing. No big deal.

These gripes apart, *Italy 1990* is a smooth, accomplished football game, and the best of the games pertaining to simulate the World Cup. (Thus far.)



Well, there go England's chances.

THE VERDICT

G	GRAPHICS	87
S	SOUND	65
A	ADDICTIVENESS	90
E	EXECUTION	89

• 20 • 40 • 60 • 80 • 100

The most... oh, Paul's already said it. Nice footie action too.

90

STOP

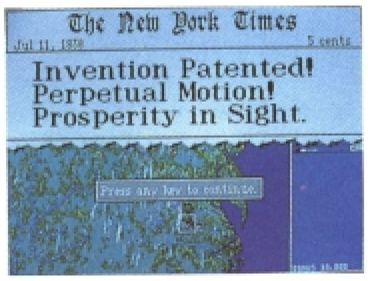
review

RAILROAD TYCOON



Paul Lakin **gets all weepy over anything in GWR livery, so we made sure he had plenty of paper tissues ready for *Railroad Tycoon*.**





If we told you that *Railroad Tycoon* had nothing to do with trains and in fact was a game about pig breeding in the Western Highlands of Scotland, you'd probably be rather surprised – and you know, you'd be right. *Railroad Tycoon* has very little to do with pig breeding and quite a lot to do with trains.

Action takes place in the 19th Century when men were real men, women were real women and pig breeders were real smelly. Railways are slowly beginning to open up the American economy and provide a second wind to the industrialised sections of Europe. It's a time when vast fortunes can be won or lost overnight. A shrewd investor has to anticipate and respond to economic developments in times of unprecedented change.

Hassle Factor: 1
A fairly clear run.

This is your role in *Railroad Tycoon*. Having chosen your country of operation you must plan and build railroads there. Easy eh? Ah, but once you've built a piece of track you've got to use it. It's up to you to buy and maintain trains. You select their destinations and their payloads – at last, the chance to send coals to Newcastle!

Not that you're free to indulge such eccentric whims. No way. There are investors to pacify, competitors to trample on and credit agreements to worry about. No wonder bloated capitalists are always bald.

WHAT'S WHAT

TITLE	Railroad Tycoon
PUBLISHER	MicroProse
PRICE	£34.99
FORMAT	PC
RELEASED	Out now

PC

Paul: In the future, people won't learn their history from history books; instead the schoolchildren of England will be educated from Micro-Prose games manuals. Anyone who reads the manual to *Railway Tycoon* will be able to answer any question the examiners care to throw at them on the subject of 19th century railroads. They'll also have a good grounding for a career in capitalism. There's more to this game than simply playing with trains. In fact there is possibly too much to it for anyone but the real enthusiast.

The game is fairly user friendly and nicely animated, to the extent of having little trains chugging along the track. In look and control, *Railroad Tycoon* is almost reminiscent of *Sim City* but it's also a lot more complicated. As your network expands you still have to worry about each train's load and destination.

Such complexity means that however simple the game is to operate, it's baffling to get to grips with. If you're an economics buff or a secret train-spotter then this will add to its appeal. For anyone else, *Railroad Tycoon* has twice the complexity of *Sim City* but only half the fun. STOP

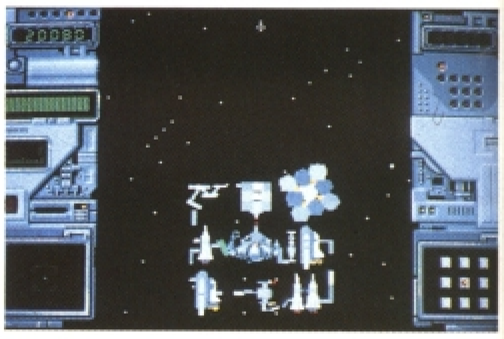
GRAPHICS	82	ADDICTIVENESS	85	OVERALL 83
SOUND	78	EXECUTION	84	

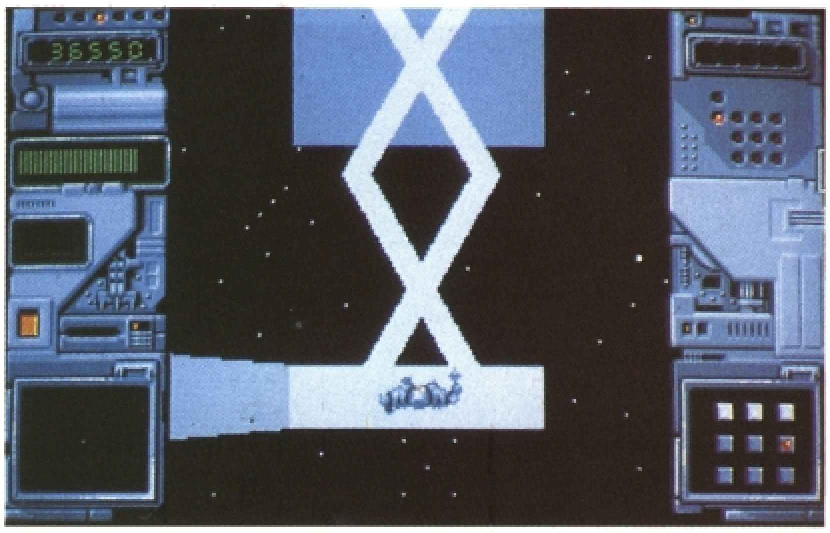



adidas
CHAMPIONSHIP
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Pin 'em to the baseline, attack the net and volley the winner! You might have taken this match but that was on grass - can you play as well on clay or on the indoor courts?... with TIE-BREAK you'll soon find out! And the play selection doesn't end there - play singles or doubles, select to play in all the major tournaments such as Wimbledon, Davis Cup, French Open and many more. You can then make a racquet selection -and that could win you the match!
Featuring all the shots in the book, breathtaking animation and amazingly realistic speech and sound effects in T.V. style presentation make TIE-BREAK the out and out winner on any micro.
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review

ROTOX





Blimey! *Rotox* is full of these incredibly tricky moving platforms. Falling off is the main obstacle to progress!

Some people are born without brains and *Duncan MacDonald* is one of them – so for a bit of fun we let him loose on *Rotox* from US Gold (it's rather hard, you see).

This game is rather hard, as you may have gathered from the introduction. Unfortunately, it's also rather hard to explain – so we're not going to. Tum te tum te tum. Oh, alright then. Um, well, for a start it's viewed from above and you control a sort of robot thing. What do you have to do though? Oh dear, here goes. Well, on each level there are nine 'sectors'. Each of these sectors is made up of differently shaped polygons. Some of the polygons are static, while others are moving (spinning, throbbing or whatever). The general idea is for you to kill all the nasties (yes, it's a shoot 'em up – sort of) in one sector, whereupon the screen will flash (telling you you've done well) and bridges will appear, joining the cleared sector to its immediate neighbours. Crossing one of these bridges, you then have to repeat the 'alien killing' process in the sector it leads you to and then onto another and another and so on – until all nine sectors are cleaner than a carpet that's been Shake 'n' Vacked: then it's off to the next level.

HASSLE FACTOR: 4
The title screen loads back in after every single game – and it takes ages.

But – and here's the rub – it's not as simple as that. *(It never is, is it? Ed.)* You can fall off the edges of things, you see, losing energy and any weapon upgrades you happen to have picked up along the way (er, there are weapons upgrades to be picked up, we forgot to tell you that). Have a look at the big screenie above. See that bridge-type thing? Well, it's travelling quite quickly and you have to get your robot onto it and to the other end without falling off. And to add insult to injury there are also the myriad nasties to worry about.

There's something extra special about the graphics by the way, something you won't be able to tell from the screen shots – and it's this: your robot always faces up screen – even if you spin him to the right. It's the background that moves, rotating smoothly through 360°. Mind you, polygons are pretty good at doing things like that... aren't they?



Here I am! Erm... I'm underneath the exploding worm thing.



Ouch! The *Rotox* robot takes another hit from the alien beasties.

WHAT'S WHAT

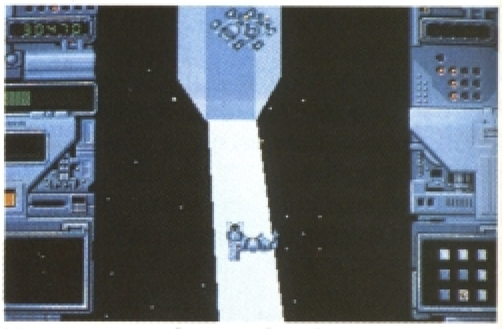
TITLE	Rotox
PUBLISHER	U.S. Gold
PRICE	ST £19.99 Amiga/PC £24.99
FORMAT	ST/Amiga/PC
RELEASED	Out now

AMIGA

Dunc: Oh no. Lost again. Er, let me explain – I've got a useless sense of direction... if I'm ever unfortunate enough to be reincarnated as a homing pigeon I doubt very much if I'll ever be bought by anyone, or put out to stud (if they do that with birds). And the trouble with *Rotox* is that there isn't a compass and it's easy to get lost. "Surely there's a map you can call up" you may cry. Well, sort of. You have to jump off the edge, whereupon you get plonked back down from above (thereby gaining a bird's eye view for a few seconds) – losing energy and any extra weapons you've picked up.

At first I thought that this lack of an overhead view detracted from the game, but as I got more and more deeply hooked I had to admit that this wasn't the case – it just adds to the exasperation (and thus to the addictiveness).

The bitmapped nasties are nice and varied, and if the attack waves are orchestrated I have to admit that it doesn't feel like it. On the polygon side of things, it has to be said that moving around can be a real nightmare (but that's what makes the game). Bridges that revolve may sound bad enough, but how about squares that throb – shrinking (quickly) from very big to very small then back to big again – and loads of them next to one another, all throbbing in a different order. The graphics in general, it has to be said, aren't exactly awe inspiring. Pretty bog standard really, come to think of it. But somehow this just doesn't matter at all – seeing as game-play is simply oozing out all over the place. Yes, *Rotox* is one of those rare games that'll have you pulling your hair out by the roots (unless you're Duncan Goodhew). STOP



New weapon? It's 'the dog's *Rotox*!'

GRAPHICS 75	ADDICTIVENESS 93
SOUND 80	EXECUTION 87
OVERALL 89	

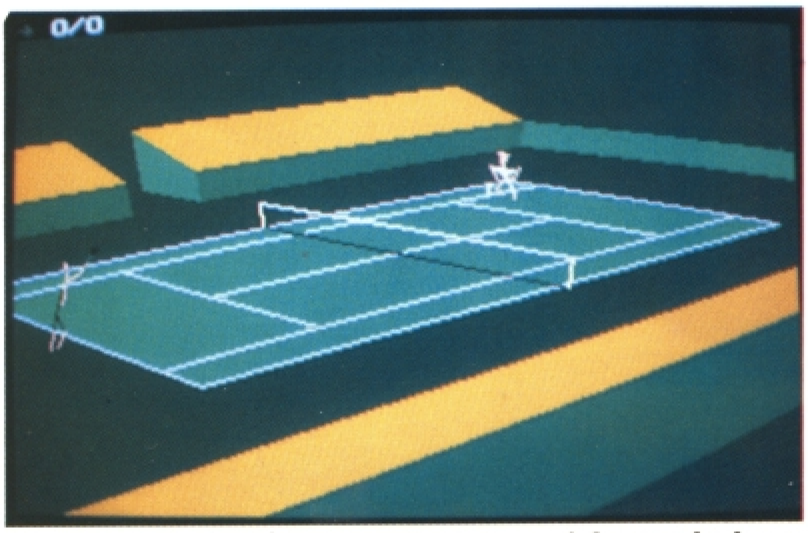


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ANYONE FOR...



Anxious to perfect their Dan Maskell impersonations, *Duncan McDonald, Paul Lakin* and *David Wilson* donned their rackets for the latest tennis sims.

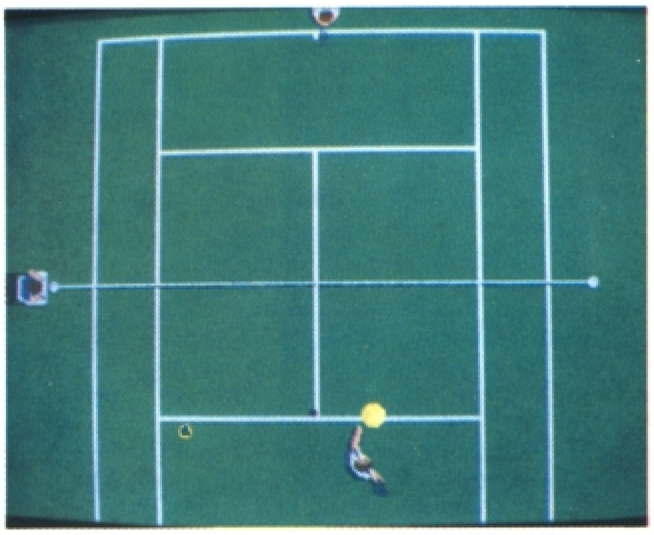


***International 3D Tennis:* whatever your weight, you look and move like an anorexic stick insect.**

The population of "Great" Britain could probably be split into two roughly equal halves. One half, upon realising that Wimbledon is about to happen, will hack out to their local Sainsburys and buy vast quantities of strawberry punnets and champagne – in readiness for a mammoth two week stint in front of the TV (with their feet on the coffee table). The other half will be worried that every match is going to overrun and that a voiceover will announce things like "the Lendl/Becker match has gone into a tie-break, so todays episode of *Neighbours* will be screened at a later date."

It's a ruddy nightmare. Joe Mangle's hilarious exploits replaced by an infinitely long tennis match. And let's face it – a tennis match really can go on forever, thanks to the ridiculous scoring system. One player looks like he's (hooray, at last) going to win, when all of a sudden the other one gets lucky and pulls himself back into the game. Oh no! They're going to have to play another set. Then, after what seems like a further nine years (*The Sky At Night* has been postponed by this time), both players end up in a tie-break situation. Yaargh! Synchronise watches and let's see if one stops before somebody actually wins the match. Mind you, there are those elements of tennis that are actually watchable. "The tantrum" for instance, as popularised by the rather brilliant John McEnroe. The rules of the tantrum are quite simple: firstly you have to hit a shot which bounces rather close to your opponent's sideline. The line judge says that the ball is out, so you ask the umpire to overrule the decision. If the umpire wants to play along as well, he'll refuse. It's your turn again – you have 30 seconds in which to insult the umpire and suggest (in no uncertain terms) that he is stupid, senile or both. Calling him a 'useless git' is quite a good one. Then it's back to the umpire for the final go, in which he fines you 10,000 quid and threatens to have you deported. Absolutely brilliant.

As well as the "tantrum game", tennis has several other amusing diversions, such as 'the ball ball'. The ball ball is a ball which bounces off the court at about 120 miles per hour and makes contact with the groin of a slow moving line-judge. Always worth a quick 'rewind' if you're fortunate enough to have videotaped the event. So, basically, even if you hate tennis and think it's all rather poncey, there are still some good things going for it. You just have to look rather hard for them. But that's all about being a spectator. Watching can be a rather tedious state of affairs, but actually taking part is another kettle of fish altogether – so we at ZERO decided to put this to the test – and loaded up three different tennis 'sims': *Tennis Cup* from US Gold, *Tie-Break* from Ocean and *International 3D Tennis* from Palace. Here's what we found...



***Tie Break:* use your erm... stick to smash your oponent with a 'simply marvellous' ace.**

TENNIS CUP

ZERO HERO

Dunc: First of all let me admit to falling into the "oh no, it's Wimbledon – quick switch to Channel Four" camp: so, as you can imagine, I wasn't exactly relishing the prospect of having to play this game for a few hours on the trot. Ahem. But I soon realised that I was totally wrong. *Tennis Cup* is brilliant – and for once we have a French game (it was coded by Loriciels) that isn't extremely weird. I'll assume you know the rules of tennis, are au fait with the slightly ridiculous scoring system and take it from there. Right. Firstly the graphics and animation. Absolutely first class. The screen is split in half, horizontally – the top half being viewed from player one's side of the court and the bottom from that of player two. As you run 'into' the screen, the beautifully animated player sprite gets a bit smaller (unless you're watching your opponent's half of the screen, in which case he gets bigger as



***Tennis Cup:* all the Wimbledon magic captured... meaty thighs, nimble ballboys, senile umpires, you name it.**



he approaches the net). The sprites crouch in anticipation of a service, swaying slightly from side to side. They hop, run and do just about everything a real player would do – all very convincingly.

The control you have over the ball is great, too. Depending on your sprite's position and the inclination of the joystick you can deliver backhands and forehands in just about any direction you wish (if you're any good, that is). You can lob, smash and everything. There are sound sampled voices akimbo: "Net", "Fault", "Deuce", "Advantage player two", "Thirty Love" etc. (Although because it's a slightly foreign accent this last bit sounds like "Thirty Loff".) The front end is a real 'tailor job'. You can do everything, from visiting a practice court (a machine at the other end shoots balls at you) to choosing clay, indoors, hard or grass surfaces for the match proper. You can even fiddle about with how good your computer opponents are. (You can make their 'service rating' a paltry one per cent for instance. They'll keep hitting the net.) Single exhibition matches are catered for or you can go through a whole Wimbledon season. You can play singles against the computer, but where the game really comes into its own is that you can attatch a second joystick and yourself and a friend can either join together to take on the computer in a doubles match – or if you prefer, you can have a singles match against each other – head to head on your own monitor (with no-one having the disadvantage of being 'the player at the far end').

HASSLE FACTOR: 6
Not much in the way of disk swopping, but a fair rake of disk accessing waits between the various sections.

Yes. *Tennis Cup* is an ace – but if you only own one joystick I strongly recommend you rush out to buy another (unless you haven't got any friends, in which case there's no point). Pass the strawberries, someone.

● ***Tennis Cup* is published by US Gold/Loriciel on ST (£19.99) and Amiga (£24.99) and it's out now.**

GRAPHICS 92 ADDICTIVENESS 85
SOUND 89 EXECUTION 89
OVERALL 90



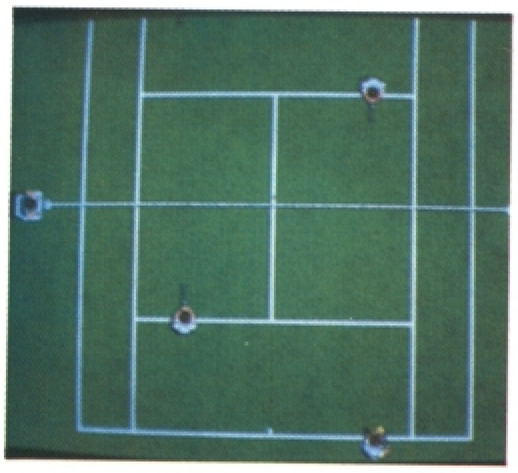


TIE BREAK

AMIGA

Paul: There'll be no escape from sport this summer. There's barely a chance to play half the footie sims on the market before it's time to put on a silly T-shirt and reach for the tennis games.

Reach for *Tie Break* and you'll find yourself looking at an overhead view of one of the international courts. If the view strikes you as a bit unusual wait until you try to get to grips with the control system. *Tie Break* must be one of the few joystick games where you never use the fire button. All the control is in the... er... stick. Once mastered this is quite effective and more realistic than pressing fire.



I may not serve like Boris Becker but at least I haven't got his eyebrows.

Another rather nifty feature is the multi-player option. If you're lucky enough to own a joystick adaptor you'll be able to accomodate up to four players in a game. This is a lot more fun than playing against the computer.

HASSLE FACTOR: 0
As hassle free as a summer's day.

However, unfortunately the game is really let down down by the view. At any one time you can only see three quarters of the court. Whenever one player is serving or returning from the base line the other player is out of sight. This is less than helpful.

This strange perspective combined with a really dodgy soundtrack means that despite some good features *Tie Break* doesn't quite make the grade. This is a pity, since it's got the makings of something really rather tasty.

● ***Tie Break* from Starbyte/Ocean costs £24.99 for ST or Amiga and is out in late June.**

GRAPHICS 79 ADDICTIVENESS 84
SOUND 70 EXECUTION 81
OVERALL 78

INTERNATIONAL 3D TENNIS

AMIGA

David: There's not really too much scope for making a weird computer game of tennis, is there? And yet, rather remarkably, *International 3D Tennis* is just that. (One almost suspects that programmers Sensible Software have some Gallic blood.) It's very surreal and its players resemble Czechoslovakian cartoon characters! Rendered in vectors, it offers several novel innovations.

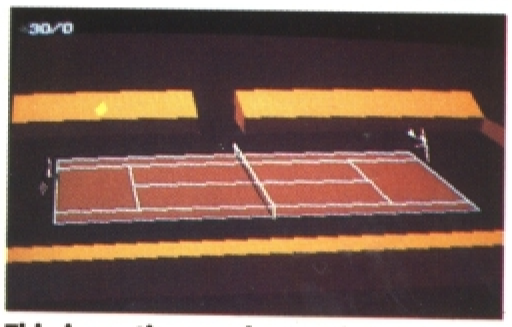
As well as the nine preset viewpoints, there's a programmable camera angle where you can pan around the court, zooming in and out – even going underground so that the match seems to take place on the ceiling! As I've mentioned, the sampled sound is probably the best of any tennis game I've heard. There's four different sampled racket sounds, various net sounds, the sampled voice of a real-life Wimbledon umpire, and different voices for line calls. Oh, and there's also a rather realistic rendition of the Wimbledon theme tune which you'll hear in it's entirety if you win a tournament (come second and you'll hear it twice!). Take on the computer or a friend, in a solo match, or enter a season of tournaments. There are four playing surfaces, four skill levels and fifteen computer skill levels, but there is no facility for a doubles match.

HASSLE FACTOR: 1
Less hassle than you couldn't shake a stick at.

At the end of the day, *International 3D Tennis* is an innovative and fun tennis game. Unfortunately, it's too far removed from a tennis sim and lacking in options to please fanatics and many of the latter are novelties. The alterable camera angle is all very well, but after you've found the best angle you probably won't alter it again for the duration of the game.

● ***International 3D Tennis* is available now from Palace on ST and Amiga, price £24.99.**

GRAPHICS 80 ADDICTIVENESS 85
SOUND 90 EXECUTION 78
OVERALL 79



This is no time to do an Irish Jig. Just hurry up and serve.

STOP

SHORTS

OOH! NEAR MISSES

Arrived too late? Not enough space? Or simply rather crap? Whatever the reason, ZERO sadly wasn't able to squeeze in every single game that arrived in the office this month. So here are the also rans...

AMERICAN CIVIL WAR Electronic Arts/SSG
ASTRO MARINE CORPS Dinamic
▶ **BALANCE OF THE PLANET** Accolade
▶ **BUBBLE PLUS** Infogrames
CAMELOT Activision/Sierra
CLOUD KINGDOMS Logotron
DEFENDERS OF THE EARTH Enigma Variations
▶ **ESCAPE FROM HELL** Electronic Arts
FIRE KING Electronic Arts/SSG
GHOSTS AND GOBLINS Elite
GOLD OF THE AMERICAS Electronic Arts/SSG



WORLD ATLAS: Lawks! What a very odd-looking end-of-level nasty!

HERE WITH THE CLUES CRL
OMNI-PLAY BASKETBALL Mindscape/SportTime
▶ **PHOTON STORM** Arc
PYRAMAX Arc
REVOLUTION '76 Brittanica
▶ **SORCERIAN** Activision/Sierra
THE TOYOTTES Infogrames
▶ **TIME SOLDIERS** Electrocoin
WORLD ATLAS Mindscape
ZOOM Discovery

Games marked ▶ are especially worth checking out!

PROPHECY

Electronic Zoo/ST & Amiga/£24.99/Out now

David: Hot on the heels of the rather good *Treasure Trap*, comes Electronic Zoo's second game, *Prophecy*, which puts you in the role of Brian the Viking. *Prophecy* is a cutesy platform arcade game on three disks.

Basically, your family has been taken hostage by the evil god Loki and are being held 'in an astral plane deep in the annals of Valhalla'. (It appears that Loki is annal retentive.) Anyway, it's your job to rescue them which entails battling through several levels of varied locations. The gameplay is much like *Super Wonderboy* as you take on various cutesy monsters, are rewarded with coins and gems, and spend them on weapons in the shops that occasionally appear. It also reminded me of Ocean's *Ivanhoe*, with similar cartoon type hero, and inter-level map facility that traces your progress. There are twee little cartoon touches – when Brian falls he wobbles, then tumbles head over heels. This is nice at first, but the novelty wears a bit thin as you sit seeing stars at the end of the sequence and have no control when bad guys attack you.

In a nutshell, a good conversion of an original scenario, but a tried and tested formula, aimed at the younger player. Above average, but not another *Rainbow Islands*. STOP



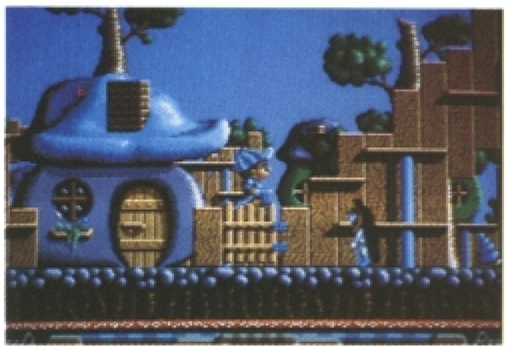
GRAPHICS 85	ADDICTIVENESS 74	OVERALL 78	
SOUND 79	EXECUTION 85		

FLIMBO'S QUEST

System 3/Amiga/£24.99/Out June

Tim: "Da da-da *daah... da da-da daah... (Our Tune theme, Simon Bates cuts in oilily)* ...and two weeks later, Flimbo discovered his girl Pearly had gone missing. Distraught, Flimbo immediately thought of the mad professor and his quest for eternal life. Thinking to himself 'I bet he's captured Pearly and is about to rejuvenate himself by draining the life out of her', Flimbo set off through seven levels of technically stunning platform game..." *(Fades into* You Make Me Feel So Young *by Frank Sinatra.)*

Yes, thank you Simon, now sod off.





Flimbo's Quest is beautiful to look at: perfectly smooth parallax scrolling, 32 colours on screen, well animated cutesy sprites, the works. It's a platform game where scrolls have to be collected against the clock to complete levels. Shoot the nasties and empty the secret treasure rooms to make dosh which can then be used in the shop to buy power-ups etc. You've seen it all before, but this example is of above average quality. If it's your cup of tea, go and put the kettle on... STOP

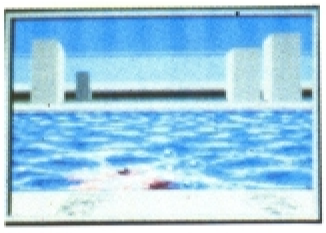
GRAPHICS 95	ADDICTIVENESS 72	OVERALL 79
SOUND 77	EXECUTION 86	


ROTOX
ROTOX – The man was a trooper in the elite marines, injured on combat duty.
ROTOX – The Cyborg has been transformed by 22nd century science into a devastating computer, assisted fighting machine.
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RESOLUTION 101

Question: What's the difference between a shoot 'em up and a hedgehog? **Answer:** Um, we don't know so while you're thinking about it *Duncan MacDonald* has a gander at *Resolution 101* – the newy from Millennium.


You don't quite get the atmosphere of the chase from those static shots, do you? Anyway this three-headed orange thing is the back of the spaceship we're chasing in and out of the skyscrapers.



Hands up who likes Shaw Taylor? Hmmm, not many. He's not very nice, is he? Asking you to 'shop' your neighbours for minor misdemeanours such as 'buying a watch' off a 'bloke in a pub' and suchlike. A solid gold Rolex for 55 quid is not to be sneezed at – and it's far more useful than a Community Action Trust Reward (i.e. a stupid badge with a picture of a 'thumbs up' sign on the front).

Resolution 101 takes this *Police Five* concept and pushes it forward 50 years, to a time where crime is rife and prisons so overcrowded that the Strangeways' "convicts living on the roof" scenario is actually prison policy – there's no longer any room inside. The Government can't cope and brings in a new article of law – Resolution 101. Under this law, small time criminals are given the chance to earn amnesty by taking out the big time criminals, fighting fire with fire. So will it work? Well, that's entirely down to you, seeing as your role is a small time criminal going all out for amnesty.

You're equipped with a Theta 4000 Ground Skimmer – a sort of armoured hovercraft. Scour the city landscape and, using your radar, locate and follow the big time villains – who are drug runners. You can't just steam in and shoot them as they come into view as you haven't actually got any evidence. No, you have to collect a certain number of 'drug canisters' (the number depends upon which level you're on) – and only when you have the required amount can you 'terminate' the scoundrel. Shooting the craft of one of his henchmen will result in one of five different coloured capsules being dropped onto the ground: either a drug canister, an extra life, a bit of damage to your ship, total damage to your ship or extra cash.



Money can be spent in the city shops on extra shields, replacement engine parts and weapons upgrades. Each level (of which there are 12) is a race against time, because as soon as the drug runner nears the end of his day's work, a light will flash and you have to get him quickly – or you'll lose a life and have to start the level again. So have you picked up enough evidence to terminate him? It depends, basically, on whether you're a skill person or a crap person.

WHAT'S WHAT

TITLE	Resolution 101
PUBLISHER	Millennium
PRICE	£24.99
FORMAT	ST/Amiga/PC
RELEASED	Out now

Dunc: I don't know what the problem is, really. All this chasing about and shooting could so easily have been avoided if the programmers of the game had included an option that allowed you to distribute copies of the *Grange Hill* single *Just Say No* about the city. Everybody would instantly give up drugs and the Drug Baron would very soon be forced to get a job as an Olympic weight lifting coach or something. Alas, there is no such option – so you have to fight.

HASSLE FACTOR: 0
One disk, no particularly niggly waits.

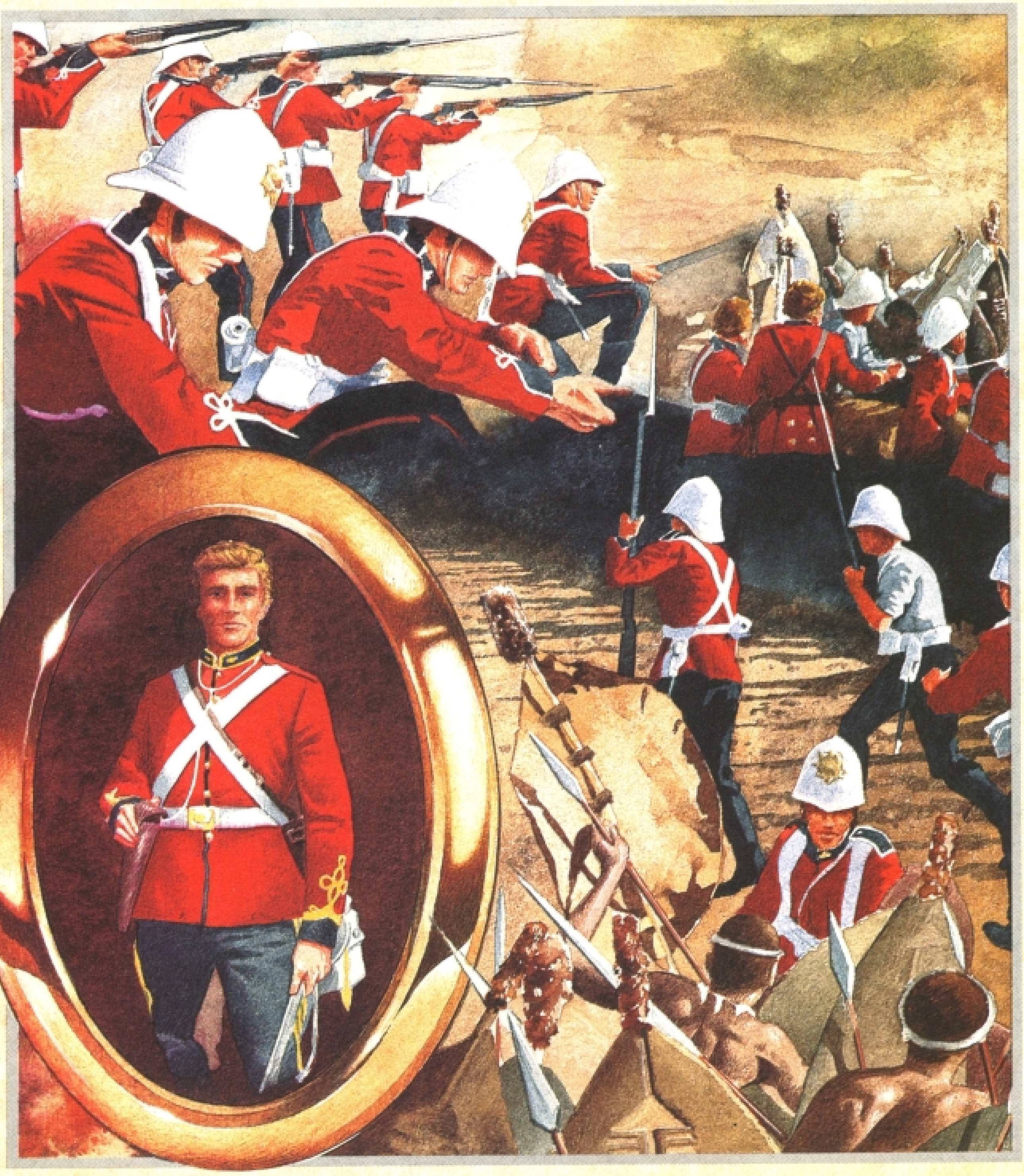
And jolly good too, 'cos this game is fast. Fast. Fast, fast, fast! It's *very nearly* a straightforward shoot 'em up, but not quite – on later levels the red drug canisters are a bit thin on the ground and a bit of strategy comes in (in the form of destroying only certain types of craft). Apart from the obvious dangers of the enemy bullets and the grey and black 'bomb' capsules, there's also water to contend with – if you happen to stop moving while on top of it, then you'll sink (i.e. lose a life). The graphics are a neat mixture of polygons (the city) and bitmaps (the enemy craft) – and they really do work rather well together, even if the detail is ever so slightly lacking. Mind you, given the choice between fine detail and gameplay speed, I know which one I'd plump for. And as I said, the game is fast. And it gets incredibly difficult very quickly – I've yet to complete level five! So what we have here is not for the fainthearted: it's for the gutsy and quick off the mark.

All in all – from the team who brought us *Archipelagos* – we have a rather novel and rip-snorting new shoot 'em-up, which, while it may not be the very best you can buy, is certainly a welcome addition to the genre. STOP



GRAPHICS	87	ADDICTIVENESS	84	OVERALL 85
SOUND	84	EXECUTION	85	

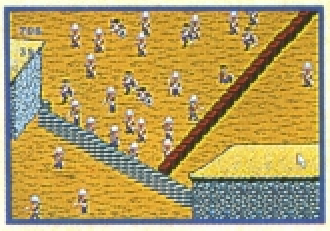
Stand fast
Hold your ground
Mark your man



RORKE'S DRIFT







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S O F T W A R E   W I T H   S T Y L E

CATS IN THE BELFRY!*

WIN A TRIP FOR FOUR
TO E.A. AND AN ICE HOCKEY MATCH!

WIN 100 PROJECTYLE THROWING DISKS!

*on the ice hockey rink actually...

To celebrate the launch of *Projectyle*, the fabbo futuristic sports game reviewed in this very issue, those very nice peeps at Electronic Arts have chucked these rather attractive prizes your way. How do you fancy an all-expenses paid trip for yourself and three friends to see the Slough Jets in action? (You don't? Then bog off and enter another compo you ingrate.) The Jets are the top UK team, having won the league last year. Failing that, you could win one of a hundred special *Projectyle* throwing disks, guaranteed to increase street cred on the park. Or park cred on the street, whichever way you look at it.

HOW TO DO IT

It's a little known fact that the rather addictive *Projectyle*, was actually programmed by two domestic cats – black ones in fact (though one of them has two white paws). Now, both of them are pretty keen on ice hockey – *Projectyle* is their 23rd century interpretation of the game, so sources



These hep cats are no kittens.

close to them tell us (saucers, geddit?). During the course of their research, the cats were snapped in action with the Slough Jets, but they've been airbrushed out of this photo.

All you have to do is put two crosses on the pic where you think the two cats are. Then send in your entries to **Spot The Puck, Erm, Sorry, The Two Cats Compo, ZERO, PO Box 1509, Enfield, Middlesex, EN1 1LQ.** The closest two crosses win!

SPOT THE TWO ELDRITCH CATS!



Two crosses only please. Otherwise no warm milk at bedtime.

NAME ______________________________

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I own* ◯ **an ST** ◯ **an Amiga** ◯ **an amoeba** ◯ **a PC**

(*Please tick as appropriate)

RULES

- The Ed is a cool cat, so don't mess.
- All entries must be put through the cat-flap by 31st July 1990, otherwise they'll be chucked in the basket.
- Any employees of EA or Dennis Publishing found entering will be taken to the vet and, um, 'done'.


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BATHING BOOTIES



Whooarr! Gerraload of that! Wouldn't mind getting me hands on one of those! Shame about the people wearing them, though...

1. Keep cool on the beach in a trendy **ZERO T-shirt**. Fashioned in 100% cotton, it features the happening ZERO logo up front and a wibbly **ZERO** stop-watch on the back. In sizes medium, large and extra large, it's modelled here by Paul and Duncan. Lovely.

2. Paul times his tanning to the minute with the exclusive **ZERO Watch**. Water resistant and shock proof, it's the perfect accessory for the go anywhere, do anything generation. Party on dude.

3. A **ZERO Swag Bag**. It's huge! The perfect place to keep your beach towel, spare shades and tube of Germalene. In tough canvas with a striking yellow 'World' design, it's a veritable black hole! Put things in. Take them out again. Hours of seaside fun.

4. Forget Barbara Cartland and the Sun crossword. When it comes to reading matter for the beach David knows there's nothing tastier than a copy or two of **ZERO**'s bumper Summer issues. And what better way to protect them against sun, sea and sand than with a luscious **ZERO Binder**?

5. Sick of getting sand kicked in your face? Tim was, until he put on a **ZERO Hero T-Shirt**. Now just look at the difference! You too can be butch and beautiful in 100% pure cotton. Whether you're medium, large or extra large.

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I want to be a fashion guru! So rush me the following bits of ZERO booty now! I've enclosed a cheque/postal order.

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○ ZERO WATCH	£12.95	○ ZERO BINDER £4.95
○ ZERO SWAG BAG	£8.95	

Fill in the number of each item you require in the circles.

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○ **Please charge my Access/Visa/Am Ex***
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***Delete as applicable** **ZERO 9**

DÉJÀ VU

Déjà Vu... now there's a funny foreign phrase. It actually means 'already seen', so this is the section where we review games that you may have 'already seen' on other formats. The earlier formats were not necessarily reviewed in ZERO because... well, because we probably didn't feel like it.

688 ATTACK SUB

Electronic Arts/Out now/£24.99

AMIGA

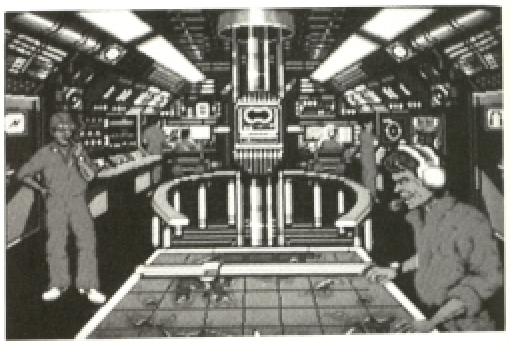
Paul: Let's face it, these submariners know where it's at. Come the holocaust they'll all be sitting pretty on the bottom of the Atlantic watching John Wayne videos and tossing off the occasional missile while the rest of us gently frazzle.

688 Attack Sub aims to bring the big bang quite a lot closer with scenarios ranging from evading Soviet ships to nuking large sections of East Germany. Who says the Cold War's over?

The emphasis is on realism. Tension mounts as destroyers approach... should you try and sneak out quietly but slowly or slam your foot on the accelerator and to hell with the Noise Abatement Society? Perhaps the destroyers won't hear you, but if they do...

The game is satisfyingly detailed and complex. Sound and vision just ooze atmosphere at crucial moments. At times my legs were crossed so tightly my feet fell off. There is a lot of swopping between the various control stations but this is quick and, once you've got used to it, straightforward. If the game lacks anything at all it is a decent map. I only hope the US Navy don't go into action with a small outline sketch of the North European coastline.

However, despite all the tension, this is not a game of quick thrills. Just as in real war there are long periods with nothing much to do. It's quite possible to play the game for a couple of hours and only touch the computer half a dozen times. Game speed can be increased but this is probably a game for the hardened sim enthusiast.



GRAPHICS 84	ADDICTIVENESS 89	OVERALL 88
SOUND 83	EXECUTION 88	

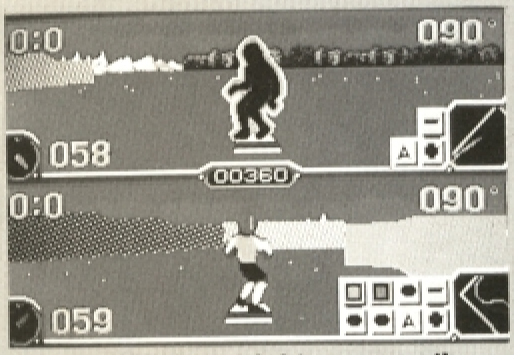
WIPE OUT

Gonzo Games/Out now/£19.99

ST

ZERO HERO

Paul: *Wipe Out* is to skateboarding what the Red Arrows are to a London/Birmingham shuttle flight. Instead of trundling along a crummy pavement, you're hovering over the surface of a planet leaving a solid trail in your wake. You aim to outmanoeuvre your opponent so that he crashes into your trail, the wall of the arena or, if he's really stupid, his own trail.



The range of opponents, and planets to compete on, is vast. Different aliens have different characteristics, both deadly and eccentric. As well as competing in your own races you can bet on other competitions and spend any extra sovs you win on upgrading your board. After months of wading through Tolkeinesque waffle it's nice to come across a manual that was genuinely funny.

However, all these additions are almost irrelevant when compared with the gameplay which is un-put-down-able. Either in two player mode or against the computer it doesn't take long to get hooked. This game is fun and that's really all that matters.

GRAPHICS 83	ADDICTIVENESS 92	OVERALL 90
SOUND 80	EXECUTION 90	

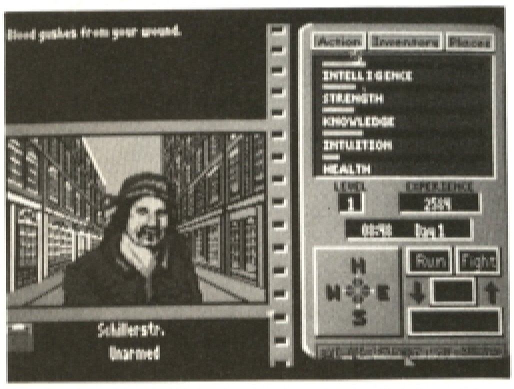
THIRD COURIER

Accolade/£24.99/Out now

AMIGA

Paul: The scenario of this adventure game is a bit like one of those 60s Michael Caine spy films, involving a hunt round Berlin for missing NATO documents. After selecting the background and fairly traditional role-playing characteristics of your agent, you control him as he crisscrosses Berlin in search of the missing papers and the elusive Third Courier.

It's a nice (if slightly outdated) idea



for a game and there's plenty of scope for adventure and puzzle solving. Unfortunately, neither the graphics nor the gameplay do the idea justice. Like so many adventure games, *Third Courier* started life on the PC and it shows. The graphics look like a straight port and pretty weak they are too. Interaction with other characters is limited to chat, fight, threaten or run. All chatting is one sided, you can't control what you ask. Fighting is simply a matter of clicking the Fight option and awaiting the outcome. When, in an attempt to liven things up, I tried to gun down an aggressive tramp I was told "Your gun is no use here." I mean what's the use of carrying a Smith and Wesson .44 when you can't gun down the occasional vagrant?

There's quite a lot to do but since so many of the characters look the same and it's tricky to get going, the game doesn't really sustain your interest. STOP

GRAPHICS 73	ADDICTIVENESS 74	OVERALL 75
SOUND 72	EXECUTION 75	


WIPE-OUT
- the story so far
• The World's first Intergalactic Hoverboard Challenge.
• Fast, addictive 3-D action.
• Single or multiple player - play against fiendishly clever computer opponents, or just a friend!
• Over 1,100 stars - each with its own local league, and prizes.
• More than 77,340 possible opponents - each with its own individual characteristics.
• Form your own Interplanetary League
• Great rocking music - neck breaking speed!
• Can you survive the Death or Glory chicken-run challenge? Can you handle the Futon Flip?
• Qualify for the once-in-a-millenium All Time Greats Tournament.
• Have you slimed an Ameboid today?
ZERO HERO
AMIGA GAME WEEK
AMIGA COMPUTING
There really is no feeling quite like turbo-boosting past your hapless opponent, hanging a wickedly fast 180 degree turn and sliming across his path before he's realised what's happening. Be warned - WIPE OUT may be the only game you'll want to play for some time.
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CRYSTAL TIPS*

*AND ALISTAIR

Flummoxed? Baffled? A little confused? Or just completely crap? Crystal Tips is here with all the answers. Including tips for *Gravity, Infestation* and loads more, not to mention Kelly's Heroes and Hex Life. So we won't.



GRAVITY

TIPPED TO BITZ

For those "up to their necks" in *Gravity*, here's programmer Ross Goodley with the low down...

THE ARCADE GAME

As well as the usual requirements for success in an arcade game, fast reactions and good hand-eye co-ordination, *Gravity* requires you to think strategically as well. For example, in the use of the remote craft available to you. Never forget that when you are under pressure a couple of drones properly used can often take the heat off long enough to get the job done and run away.

Drones are cheap, expendable and commonly available so you can always buy more. If your flagship is ever destroyed while you have unlaunched drones on board then you have made a mistake. They are good at their jobs, but make sure that you keep your distance when they are operating as they have a tendancy to get a little trigger happy and may end up shooting you accidentally. This is unfortunately very often fatal. Stay out of their way and if they survive the encounter they'll return for docking later.

Upon entry to a system I would suggest that you release at least two drones, with one running FlyFree and the other running Interdict. FlyFree will attempt to polish off any Outies currently present and then return to protect your Scout while Interdict will orbit the singularity to await the appearance of any Outie fleets, an occurrence more frequent towards the End Game.

When you come to consider the possibility of writing your own DDPs I would suggest that, as a matter of priority, you write a program to pursue and eradicate any Outie engineers in the system. Before I wrote such a program it was only too common that while I was engaged by Outie warships an Outie engineer would sneak in and collapse the sun. Thus necessitating the waste of a RED that I could ill afford.



A rather futuristic ad for Benson and Hedges.

MISSILES

Using missiles properly requires you to thoroughly understand all the capabilities and quirks of the individual missile sub-systems.

Make sure you don't ever attempt to use missiles on Outie craft below the size of a bomber. The smaller Outie craft are manoeuverable enough to continually dodge and out-run even homing missiles.

If you are using the Shafter warhead, don't use missiles on any Outie craft



Blimey! Looks like I've flown onto a 3D map of Cyril Smith's bed.

within four squares of your position. The gravitational field that the Shafter generates will almost certainly catch your Scoutcraft too and then it's goodnight sweetheart.

Free flying missiles are only really useful against the very largest Outie ships, Control/Engineering platforms and Carriers, although occasionally you may be fortunate enough to take out a cloud of Swarmers, if they are bunched closely enough.

The other crucial skill in the arcade section is the proper use of the radar displays, remember that you may shoot Outies before they appear on the grid. If you can learn to shoot them by estimating their position from the radar before they appear on the grid, then they are less likely to get you.

TACTIC AND LOGISTIC SKILLS

It is essential that your ships are equipped adequately to suit all stages of the game. As the game progresses the Outies will begin to seed more and more



Look out! There's a ginormous hand pointing straight at my bottom!

systems with Varsings generators. So by this stage you will require a Black Globe generator which is the only real defence you have against them. You cannot rely on constantly dodging them and failing to dodge them is invariably fatal.

I would also suggest that as soon as possible you buy yourself a Meson Cannon to replace the Nova Gun in slot 1 (move the Nova Gun to slot 4 then, when you've launched missiles, it will shuffle up to be accessible by the second fire button).

As a personal preference why not replace the Orion Drive in the second slot with a Russard Ramjet as soon as possible, since Orion is rather clumsy and slow.

STRATEGY

The strategic part of the game effectively occurs in three stages and it is necessary to comprehend how these stages are differentiated and when you will need to change your tactics to suit.

1 Colonisation: At the beginning of the game you will need to establish five or six colonies otherwise you will not have enough revenue to begin the hunt for Outies in earnest. This may often be achieved merely by following the orders given by StarCom. Establishing colonies using the Flagship allows you to keep the limited budget



Hmm light soil – no need for a biological wash then.



And what have we here? Ah, it must be the vegetarian menu.

you have at the beginning of the game for other things. Remember Flagship missions are free!

Also at this stage try and keep your collapsar jumps as short as possible. The further you jump the longer it takes and the more time elapses, the further the Outies will be able to expand. This is also the best time to interrogate the cube. Make a note of any singularities you come across. At this early stage in the game there should not be very many so your chances of discovering the Outie home base are significantly better than they will be at a later stage.

2 The Hunt For The Outies: Assuming that you haven't had the good fortune to find the Outie home base in stage 1 (rare but not unknown) we now begin the hunt for real.

In stage 2 you should use most of your budget on Explore orders. The sooner you find the Outie home base the longer you will have to get them before they get you. When considering where to explore I would suggest that you start at the sector furthest away from StarCom and move in a logical order toward your base.

You should also begin sending your Scouts to those systems you noted during stage 1 which had singularities instead of suns at their centre. There is a very good chance that one of them is home base.

As you discover Outie colonies you may find it worthwhile to take them over. If you can keep the Outie budget low, you will slow them down. If you find an Outie fleet always take it out. If your arcade skills are up to it try doing it yourself to free your other Scouts for exploration and conquest.

3 Removing Outie Home Base: Once you have found the Outie base the game is by no means over. More often than not I have lost in the attempt to take over but here are a few useful pointers.

Firstly, if you have enough Scouts left, it's a good idea to send in five or six to soften up the Outie defence forces. Immediately after issuing these orders establish in your Tool Tubes 3 RED's set to 'GAS IGN'. When two or three of your marauding fleets have arrived in a system go there yourself. Head towards the second singularity in the system shooting anything you have to but avoiding as much trouble as possible. If in doubt run away. When you reach the second singular hover just outside the event horizon and wait until an Outie comes to get you. Shoot him and immediately drop a RED. Run away (on no account fall into the singularity). Should this fail the first time you



In the far distant future EEC wine mountains are stored in space. So let's get plastered!

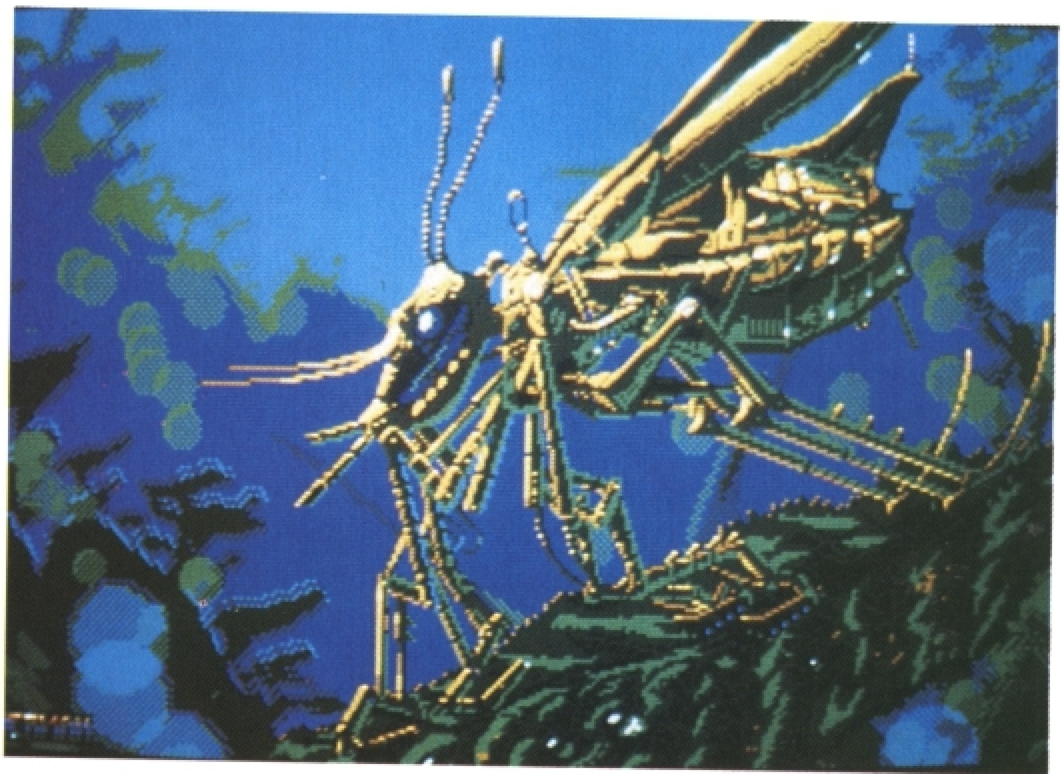
fortunately still have two RED's pre-programmed so try again.

If you should happen to lose StarCom to the Outies it is still possible to recolonise the system and re-establish StarCom but it is often very difficult. Once the Outies have discovered StarCom they will pile in all available fleets. This does however mean that it is possible at this stage to win the game merely by defending StarCom and destroying every Outie fleet that appears. Indeed if you have allowed the Outies to expand too succesfully this may be the only way of winning.

Well I seem to have run out of space so I'd better stop here. I hope it helps. Happy Hunting!

INFESTATION

Still stuck on the planet surface wondering how on earth to get anywhere in this majorly weird game from Psygnosis? Weep no more, ol' fruit, because Adam Clark of Woodcote has bunged us an absolute heap of tips for the game. He's the first major beneficiary of the new freebie software deal and he'll be getting *Knights Of The Crystallion* and *Black Tiger* courtesy of US Gold.



My, what a large ovipositor for such a small fly...

SAVE ME! SAVE ME!



Yup, it's one of those games. Save the game regularly, particularly if you have successfully carried out some major operation. If you don't, you just know the dog's going to come in and stick its paw in the plug socket, frying itself and knackering the whole electrical system as soon as you've solved some important bit of the game. Dogs are like that. Not all dogs go to heaven.

Unfortunately, how to save a game in *Infestation* isn't explained in the instruction manual. Clever, that. Adds an extra element of challenge, I suppose. This is what you have to do. First, pause the game with the 'HELP' key and then press the 'ESC' key. It will look as though you have quit the game, as you are then presented with the game credits. Not so. Wait for the main menu to come up, and having a blank disk handy, format it with the option from the menu. It's got a funny formatter and so you have to use the one from this menu, rather than yer average run of the mill formatter.

Next choose the 'save game position' option, enter a file name at the prompt and then choose the 'resume game' option. It's a bit of a faff, I know, but at least it gets you there in the end.

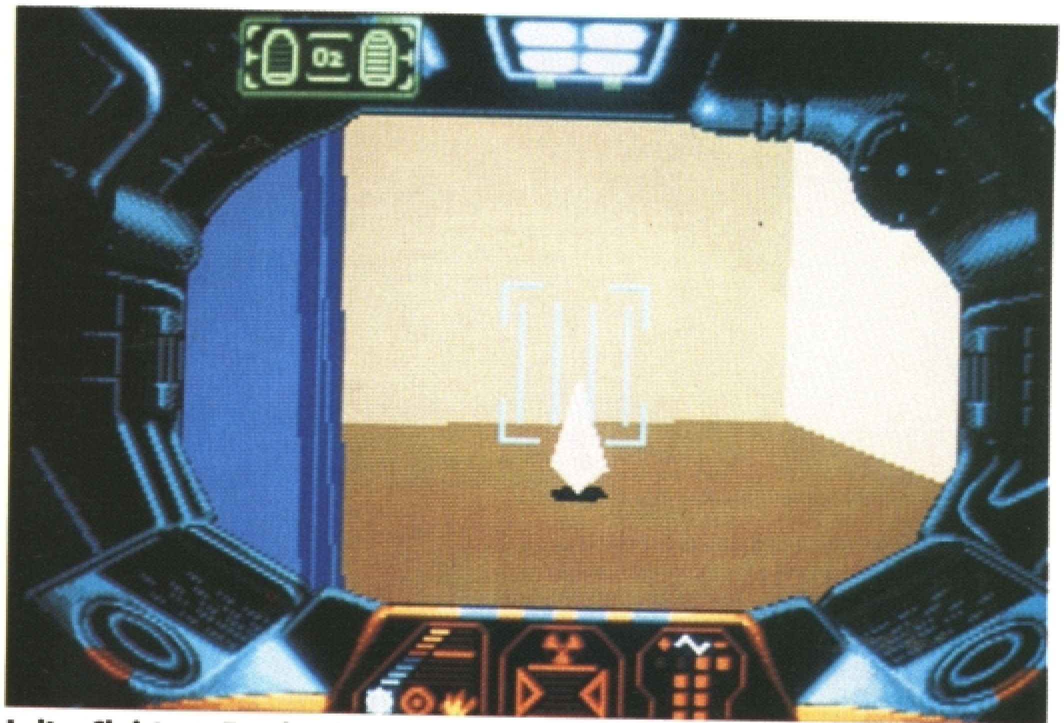
GETTING TO LEVEL ONE

This is for all those who are stuck on the moon surface at the start of the game, trolling around wondering what the hell they're supposed to be doing. Just about as soon as you land, you'll be attacked by loads of insect-like droids and robots. You can shoot them, but it's best to ignore them and attempt to get off the planet's surface as fast as possible.

First off, turn the navigation HUD on and head for the coordinate 54,53 which is where you'll find the entry to the first level. The easiest way to find it is to head towards the sunrise which begins a few seconds after the game starts. After a little while, you'll arrive at another radar, this time with a terminal which looks like a rectangular lump of rock and a transporter that looks like a futuristic telephone booth. Move right up to the terminal, log on by pressing F2 and type KAL SOLAR (That's your name, dumb ass) when prompted to identify yourself, before logging off. Next, go to the transporter and you'll find yourself miraculously transported to level one.

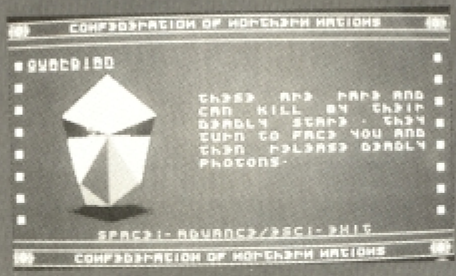
MAPPING

As soon as you begin on level one, start making a map of the level. The map terminal mentioned in the manual is obviously very useful for this, but it'll be quite a while before you get there. Making a rough plan of the blueprint of

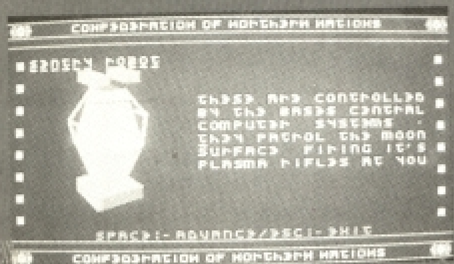


Is it a Christmas Tree? Is it a hippy trendy crystal? No! It's an alien egg! AAARGH! Run away! Run away! Well. Don't touch it, anyhow.

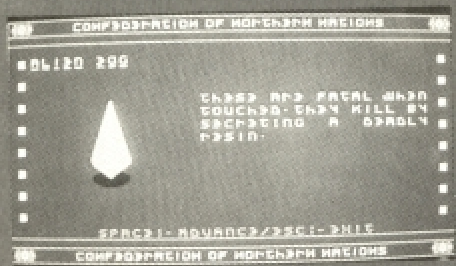
NASTY LITTLE B*GGERS



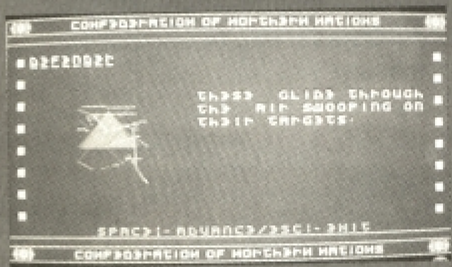
GUARDIAN: Cross-eyed and not terribly pleased to see you.



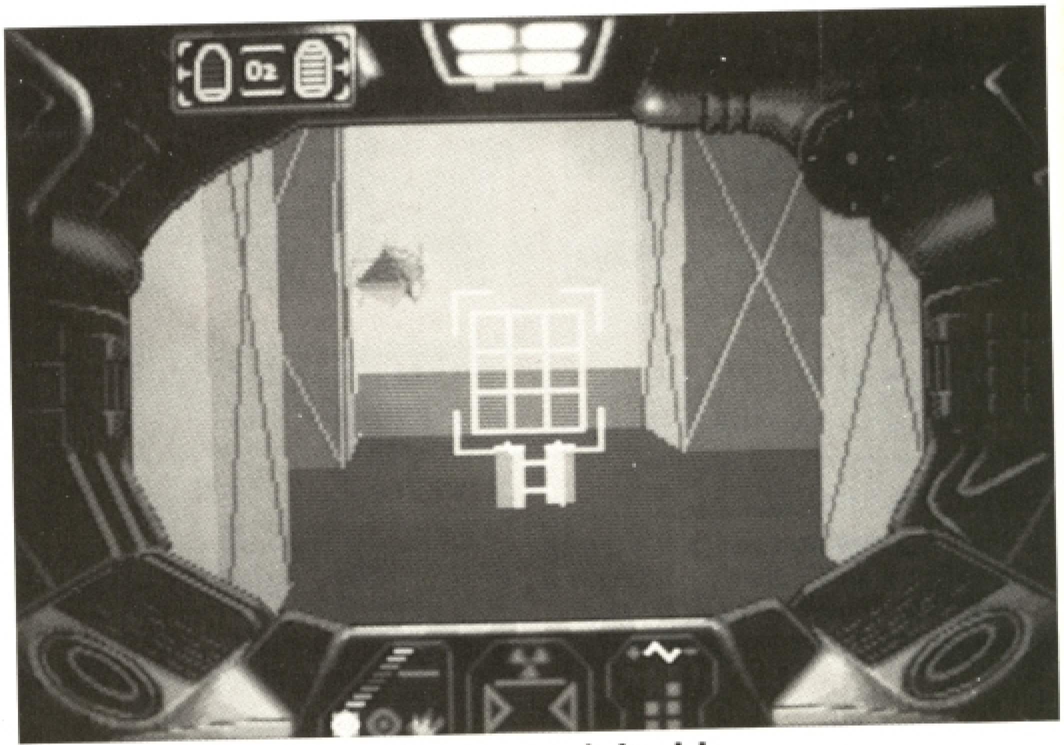
SENTRY ROBOT: They roam the surface of the moon



ALIEN EGG: Boil for 3 mins then sprinkle with salt.



DEFENDER: Spaghetti-loving flying doobries. *(Eh? Ed.)*



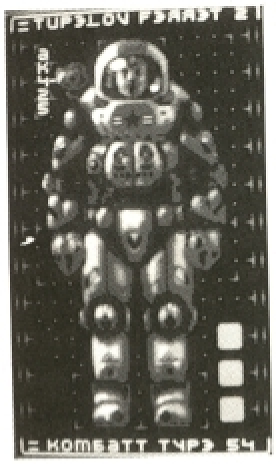
Brilliant! That chest expander should come in handy!

the levels will make it a lot easier to get around without getting lost and will tell you where the alien eggs are to be found. It'll also let you know where the other important stuff like oxygen cylinders and batteries can be found when you are desperate later in the game. You'll need to pick up all the objects early in the game in order to identify them and then figure out how best to use them later on. As certain things – like the alien eggs – kill you as soon as you approach them, it's best to save the game before you pick anything up.

KEYING IN...

The main elevator key is situated in the air vents on level one that don't have an alien's egg. After travelling through the transporters, take the first right in the vent, keep going and eventually you should find it. The key to the quarters on level two can be found on level six, in the control room. Initially there will be a force field stopping you from getting to it, but by solving the simple puzzle on the terminal you will be able to deactivate it.

...AND COOLING DOWN



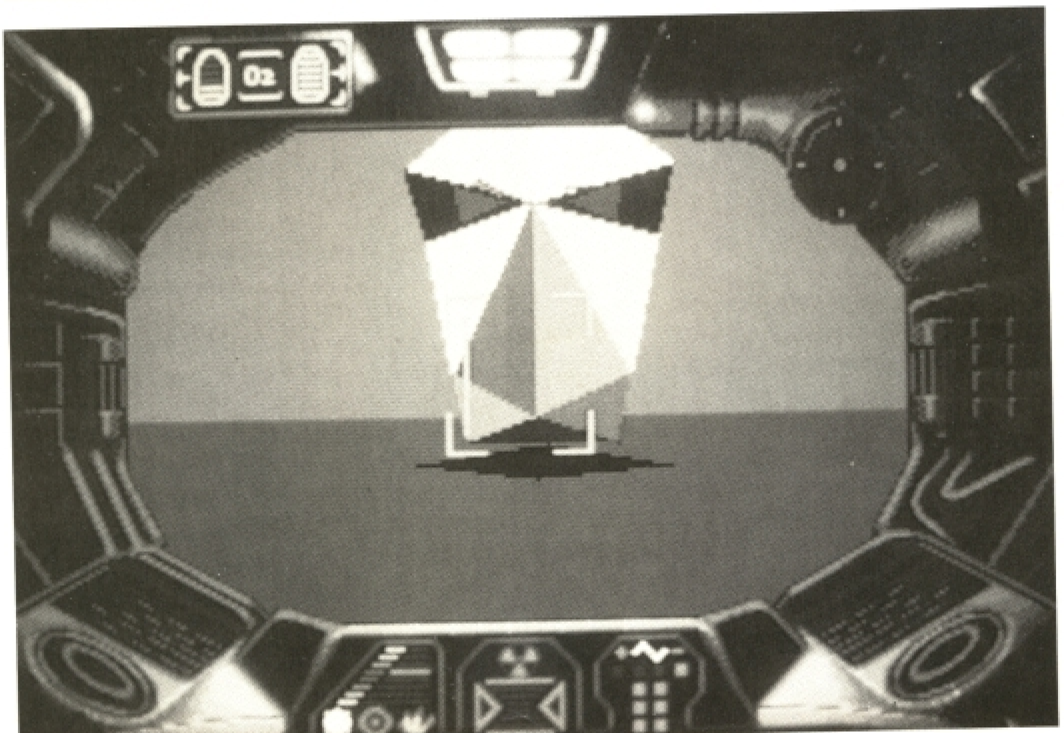
What a codpiece!

When you begin the game, the cooling system is inactive, which means that things hot up pretty quickly and Xelos will reach critical mass before you've even had a chance to find out how unwelcome a fart in a space suit is. To activate the cooling system, go down to level six and head into the air vents. They're situated in the room at the top left of this section, so go up or left at every opportunity. Once you reach the room, find the switch on the wall, flick it and voila – one completely operational cooling system.

You may find that your suit gets a bit brassy on this level and you end up freezing to death with startling regularity. Not advisable, this. Boring. To avoid it, make sure that you complete a small section of level two before you go piling down there, as this will make the temperature a bit warmer. Don't waste too much time farting around though, because every wasted second is critical. (Critical – critical mass – geddit?)

OXYGEN

If you're in the underground section where normal pressure applies or in a zone where there's no cyanide in the air, you can conserve oxygen by taking the helmet off. Remember however that radiation will take effect much more quickly without the helmet on. Switch the suit's power off, particularly when you have the helmet off, unless you require some vital information. This will make the power last much longer. Obvious really.



Erm... I think he wants to measure the length of my large intestine.

*Baggers; noun pl. *creatures who attack space-suited figures.*

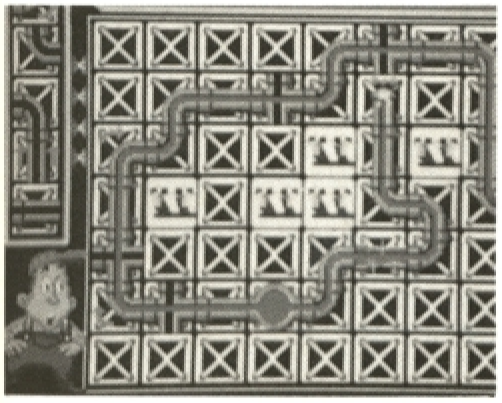


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GUTLESS GULLY

Wanna see the end-of-game screen but can't be bothered to spend three epochs bashing through billions of beasties to get there? You could either get a mate to play the game for you or cheat. The first option makes you look like a right shandy drinker and the second one doesn't*. What's it gonna be, punk?



PIPEMANIA

Here are the level codes, courtesy of **David Cuesta** of London. Each fourth level has a code, except level 32. Level 36 is the final level of the game and so the last eight levels have to be done in one sesh in order to finish the game. Level 4: GRIP. 8: TICK. 12: DOCK. 16: OOZE. 20: BLOB. 24: BALL. 28: WILD.

RAINBOW ISLANDS

On each intro screen type BLRBJSBJ to start the game with a pair of fast boots. Thanks to **Daniel Pemberton** for that one, who'll be getting a US Gold game from that very nice man (very very nice man indeed) who delivers his post.

ROTOR

To get to the all different missions, type GAG, SLY or AWE at any time. **Daniel Pemberton's** the chap to thank for that one again. What a lot of post he'll be getting!

FIGHTING SOCCER

This one's probably a bugette rather than a proper cheat, but who cares? A goal is awarded even when your shot hits the post, provided that you shoot diagonally at it in a one player game and straight on in the two player.

RALLY CROSS

When you reach the track called 'Locomotion', drive your car up the railway track to the end. The race will automatically finish and you'll be awarded with lots of extra points to jazz up your car.

STAR GOOSE

Hurrah! A PC cheat at last! This one's from **Michael Savva** of Basildon in Essex. If you are out of missiles, fly through the missile gates while holding down the 'N' and 'M' keys together. You will be awarded two extra ultra precious missiles.

GIVING THE GAME(S) AWAY



Yes indeedy we kid you not. From now on, each reader who writes in with a tip or guide that isn't blagged from another mag (ptui) which ends up being printed will be the recipient of a rather awesome chunk of software. This month the goodies have been kin'ly donated by none other than US Gold. Hurrah! Next month - who knows who'll be coming up with the stuff. (I hope somebody does. Ed.) It will be corking though, you can count on that, so now there's absolutely no reason not to send in your stuff to Crystal Tips. Unless you're profoundly stupid, that is.



KELLY'S HEROES



Stuck on a game that's so old it remembers a Labour government? No one else wants to help you? Then why not let agony uncle Sean soothe your fevered brow.

Hurrah! Things are starting to pick up at last and I've had absolutely loads of mail. For some reason quite a lot of you, **Ben Holness, TJ Pither** and **Nick Odgers** amongst many others, are still playing the brilliant *New Zealand Story* to bits and are all either getting stuck at the Whale, or having trouble with the 'Fluffy Kiwis' cheat. Well, **Gavin 'Gazzer' Kimber** has come up with a definitive guide to the cheat. When the second title screen appears, type.FLUFFYKIWIS (without the space) and a tuneful little ditty will sound off. If it doesn't work, load the game and try again, you will get there in the end. The cheat will give you infinite lives and pressing the 'HELP' key during play will move you on to the next level. Simple eh? Gazzer will be getting a copy of *Gauntlet II* through the post any day now for his troubles. And if anyone out there has a complete guide to all the warps in *New Zealand Story*, I'm sure that you could help a nation of gamers who will shoot someone if that sodding bird goes 'meep meep' ever again. Get writing.

'Geoff' has written in with a huge list of Amiga games that he wants help on, but the only that I have info for is *Forgotten Worlds*. On the title screen type ARC and hit the 'HELP' key to start blasting. Pressing S will now take you to the shop and L will move you to the next level. He's also desperate for help on the following Amiga games - *Roger Rabbit, Moonwalker, Running Man, Turbo Outrun, Beverly Hills Cop* and *PacLand*. **Robert Buchanan** wants help with ST *Dr Doom's Revenge* and **RJ Parkerhouse** and **TN Parkerhouse** want a cheat for *Xenon II*, so if there are any kind souls out there who can come up with the goods on any of this lot, get your pens out.

That's yer lot for now. Keep the letters coming to the usual address, and you never know, there could be a kind soul just waiting to put you out of your misery and pick up a chunk of fab software for their trouble. Kelly's Heroes - better than a slap in the face with a used codpiece.

*Actually, it does. Sorry. You're just a pansy.

IMPROVE YOUR HEX LIFE!

It's the end of April as I write, the temperature's in the seventies and I should be outside getting brown. Instead, I'm stuck in this pokey little hole writing a column (Tim's a real slave-driver). But when you look down the page and see what right corkers I've lined up this month, you can understand why you too should be sitting inside instead of enjoying the sun.

CASTLE MASTER (ST)

A few of you have been asking why I haven't written any hacks for this column myself yet. It's because you lot have been doing it all for me (heh heh heh), but this month I myself present a hack, for infy strength on Domark's newie.

```
10 REM CASTLE MASTER ST BY JON
NORTH
20 T=0:OPTION BASE 1:DIM
A%(1024):CHEAT=VARPTR(A%(1))
30 DEF SEG=0:REM REMOVE THIS LINE
IF USING NEW BASIC
40 FOR X=0 TO 417 STEP 2
50 READ B$:B=VAL("&H"+B$):POKE
CHEAT+X,B
60 T=T+B:NEXT X
70 IF T<>&H002FD540 THEN PRINT
"DATA ERROR":STOP
80 BSAVE"CASTLE.PRG",CHEAT,418
90 STOP
100 DATA 601A,0000,0182,0000,0000,
0000,0000,0000
110 DATA 0000,0000,0000,0000,0000,
0000,4FFA,03FE
120 DATA 4878,0500,487A,FEF6,4267,
3F3C,004A,4E41
130 DATA 4FEF,000C,487A,0134,3F3C,
0009,4E41,5C8F
140 DATA 3F3C,0007,4E41,548F,41FA,
014E,7000,613E
150 DATA 41FA,0140,7003,6136,2F40,
0004,2F00,487A
160 DATA 0046,3F3C,0026,4E4E,5C8F,
225F,41FA,0020
170 DATA 2089,43E9,0100,4CE9,0003,
0040,237C,4EF8
180 DATA 00C0,0042,237C,7FFC,000A,
003C,4ED1,487A
190 DATA 0101,487A,00FD,2F08,3F00,
3F3C,004B,4E41
200 DATA 4FEF,0010,4E75,41FA,0044,
31FC,4EF9,00C0
210 DATA 21C8,00C2,4E75,207A,FFD6,
4868,0100,41E8
220 DATA 01E0,30FC,4EB9,43FA,000A,
20C9,30BC,600A
230 DATA 4E75,204C,D1FC,0002,AC12,
30BC,4A79,317C
240 DATA 4A79,1026,317C,4E75,31A4,
4E75,2F0E,4DFA
250 DATA FF2C,48D6,3FFF,2057,0C90,
D0AF,0024,661A
260 DATA 43FA,0042,2F49,0006,43FA,
0046,22F8,0024
270 DATA 5888,22C8,21C9,0024,600C,
43FA,002E,0C90
280 DATA 90AF,0024,67DE,2017,90BA,
FF64,B0BC,0000
290 DATA 0D5A,6608,41FA,FF80,2D48,
0030,4CD6,3FFF
300 DATA 2C5F,4E73,0680,4E73,0000,
0480,4E73,0000
310 DATA 0000,0000,0000,0000,2F7A,
FFFA,0002,21FA
320 DATA FFF0,0024,2F3A,FFEA,4E75,
1B62,011B,4549
330 DATA 6E73,6572,7420,6761,6D65,
2064,6973,6B20
340 DATA 616E,6420,7072,6573,7320,
6120,6B65,790D
350 DATA 0A00,6D2E,7072,6700,6A2E,
7072,6700,0000
360 DATA 0000
```

● Using it is slightly different to what you've been used to. First of all, put a blank disk in drive 0, then run the program. It will create a file called CASTLE.PRG which you can run from the desktop. When you run this new program, you will be requested to insert the game disk, so do so and press a key - then the game will load.



FIRE (AMIGA)

This routine, my second (and last) this month, gives infy fuel and shields for this *Defender* clone. Using it is similar to using the *Castle Master* hack. RUN it and it will create a file called FIRECHEAT. Now reset the machine and re-boot it. When the AmigaDOS intro screen comes up, press BREAK (CTRL-D), then run the FIRECHEAT program. When requested, insert the game disk in DF0: and press return and the game will load.

```
10 REM FIRE BY JON NORTH
20 T=0:DIM CHEAT%(1024)
30 FOR F=0 TO 161:READ A$
40 A=VAL("&H"+A$):CHEAT%(F)=A
50 T=T+A:NEXT F
60 IF T<>1993345& THEN PRINT
"ERROR":STOP
70 CHT=VARPTR(CHEAT%(0))
80 CALL
CHT(SADD("FIRECHEAT"+CHR$(0)))
90 STOP
100 DATA 48E7,FFFE,6100,00DC,222F,
0040,243C,0000
110 DATA 03EE,4EAE,FFE2,4A80,6730,
2F00,613C,22FC
120 DATA 0000,03F3,4299,4291,5299,
4299,4299,2203
130 DATA 0441,0024,E489,22C1,22FC,
0000,03E9,2281
140 DATA 6100,00B2,221F,4EAE,FFDC,
224E,2C78,0004
150 DATA 4EAE,FE62,4CDF,7FFF,4E75,
41FA,0004,43FA
160 DATA 00CA,3219,D2C1,4A19,66FC,
2609,9688,5E83
170 DATA 0243,FFFC,2248,21BC,0000,
03F2,30FC,4E75
180 DATA 48E7,8080,615C,4EAE,FFC4,
41FA,0072,7620
190 DATA 6162,4EAE,FFCA,41FA,0066,
7601,7ED6,6156
200 DATA 49FA,0088,321C,47F4,1000,
220B,4EAE,FF6A
210 DATA E588,2240,5889,7000,7200,
301C,0380,670E
220 DATA E248,4840,301C,0880,001E,
6702,321C,2049
230 DATA D1C0,30DC,51C9,FFFC,B9CB,
66DA,4CDF,0101
240 DATA 4ED1,2C78,0004,43FA,0036,
7000,4EAE,FDD8
250 DATA 2C40,4E75,7ED0,2200,2408,
4EF6,7000,496E
260 DATA 7365,7274,2067,616D,6520,
6469,736B,2061
270 DATA 6E64,2068,6974,2052,4554,
5552,4E00,646F
280 DATA 732E,6C69,6272,6172,7900,
0014,8001,01DE
290 DATA 0006,397C,4A79,0378,397C,
4A79,0340,4ED4
300 DATA 6669,7265,0000,0000
```

STOP

IDIOT'S GUIDE

What to do? How to do it? Why? It's all here...

Load basic on your machine, tap in the listing as shown, SAVE it for future use, RUN it and it will load the game with infy coffee cups or whatever. By the way, check the blurb about each routine in case there are further instructions.

That's all I've room for this month, but wasn't it good? Maybe Pqzrkxs from last month is in fact two young ladies from Carshalton? Or maybe not - we'll never know. In the meantime, if you could do better or worse (richer or poorer) than what you see here, send it to me (Amiga or ST disks, or listings if it's easier). The address, as ever, is Jon North, IYHL, ZERO, 14 Rathbone Place, London W1P 1DE. Anything printed gets a fabby game or a fabby T-shirt or a flabby stomach. *(Eh? Ed.)* T'ra then... T'ra!

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CONSOLE / ACTION

INSIDE

Blood-thirsty Last Battle reviewed for the Game Boy

Dragon's Lair and Space Ace soon on all consoles

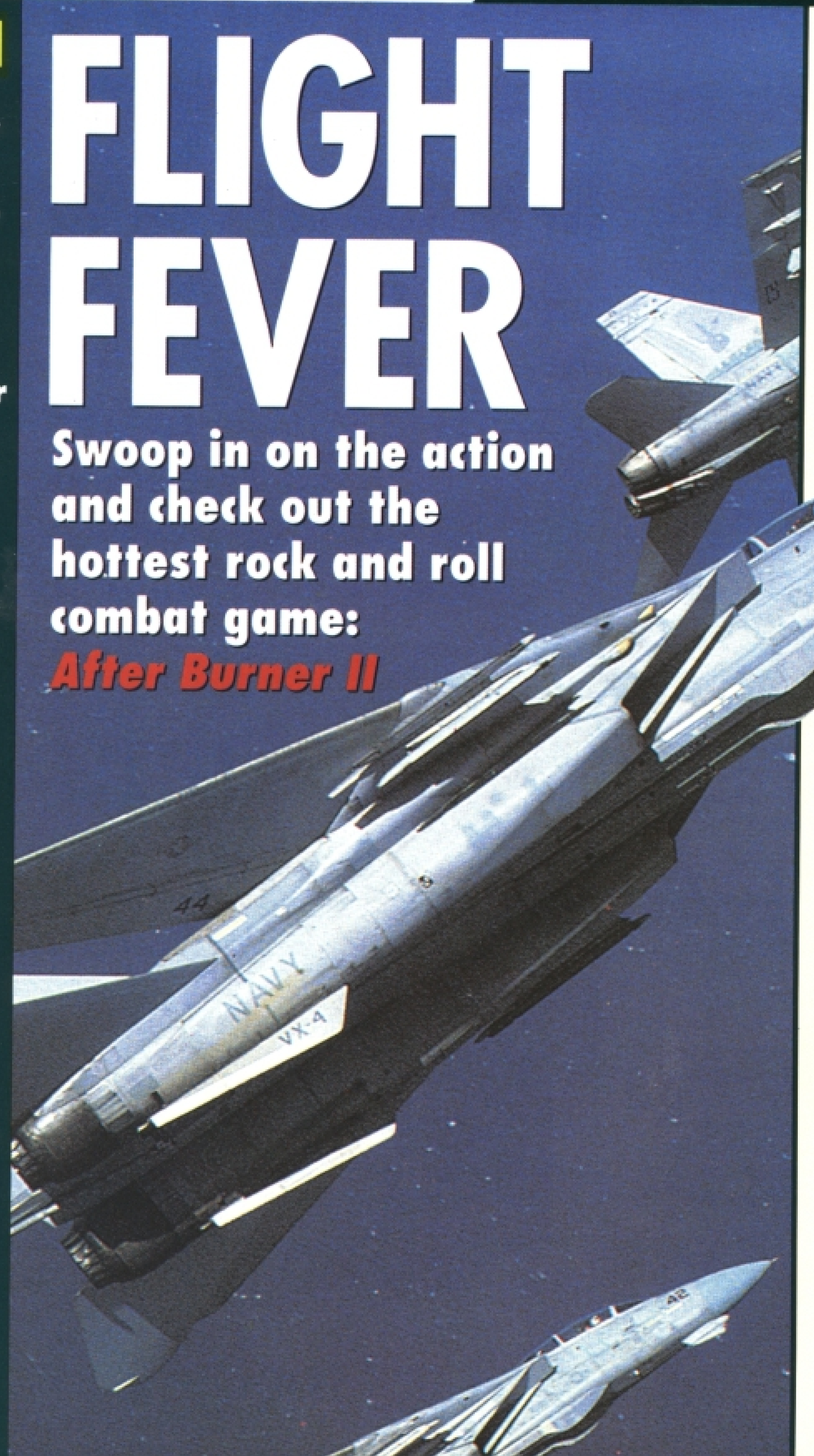
The ultimate console companion revealed

PC Engine to get Power Drift and Space Invaders

Shoot 'em ups galore in store for Mega Drive

Ocean converts Chase HQ and Operation Wolf to Sega

Plus news, reviews, tips and cheats



FLIGHT FEVER

Swoop in on the action and check out the hottest rock and roll combat game: *After Burner II*



SPACE INVADERS

They're back: the compact and bijou aliens strike it lucky on the Game Boy. It can't be true! Can it? See page 79 before all Earth is enslaved.

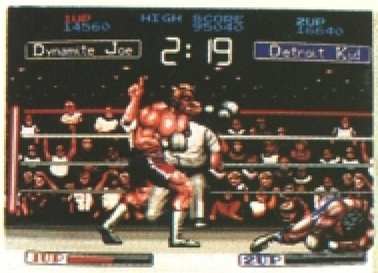
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REVIEWED



BATTLE OUT RUN

The slickest cars 'n' cops game screeches onto the Sega Master System



FINAL BLOW

Taito's block busting bruiser bursts onto the Mega Drive

AFTER BURNER II

Sega/£34.95/Sega Mega Drive

CONSOLE CLASSIC

Chocks away, Charlie. Bandits at 12 o'clock... can you cope? Charlie? Charlie! You'll need a lot of Charlies if you're to get anywhere in *After Burner II*. Even though you fly an F-14, one of the world's most sophisticated fighting machines, you're up against zillions of other similar flying fortresses. And they all unleash a torrent of heat-seeking missiles.

For those who've had their head in the clouds, *After Burner II* is a flight combat game. You view the action from behind an F-14. The scenery rushes by as you bank to the left or right and the sky or ground zoom to meet you as you climb or descend. Enemy planes swoop towards you firing missiles and bullets while you try to manoeuvre. Perspective -wise *AB II* is similar to most flying simulators; gameplay-wise it is vastly different. Rather than aimlessly flying around from one location to another, the idea in *AB II* is simply to... aimlessly fly around and blast as many pinko subversive commie planes as possible.

You start from the flight deck of an aircraft carrier called, of all things, Sega Enterprise. Your aim is to land back there some 23 levels later.

Enemy planes generally come straight at you, although some dive in from the side and make great target practice. You do occasionally get a heat-seeker trying to lodge itself up your bottom, but with deft movements you can lose it. The heat-seeker not your bottom! Sometimes you'll even get a foe following you – you'll know when it's after you as you're greeted by a voice screeching "The enemy!" The only thing you can do when attacked by a... erm, bottom bandit is weave and spin, and pray it doesn't shoot incessantly.

Although several types of planes attack, there are only three ways in which they will attempt to destroy you: cannon fire, heat-seeker, incendiary bomb. You too have cannon fire and heat-seekers at your disposal. Cannon fire is useless unless you're very close (by that time you're dead or in a spin) and incendiary bombs are easily dodged. The only major threat then are heat-seekers. When there are ten or more homing in on you, you rapidly run out of places on the screen to hide.



1 While you move your score constantly increases.
2 This indicates how many planes you've shot down on this level.
3 Gosh, that's you. And the surrounding box shows the flight area.
4 Enemy plane.
5 Heat-seeker.
6 Voice target.
7 Locked on target.
8 Golly, it's you again in an F-14 fighter jet.
9 Bushes come in brown and green to match the occasion.
10 Remaining heat-seeker stockpile.
11 Level indicator.
12 Number of planes remaining.
13 Speed indicator.

Enemies tend to attack in formation; it's not so bad on the early levels, but it's hell when you've got several squadrons in sequence battling against you.

Your cannon can be set to auto-fire leaving you to worry about controlling the plane and dispatching heat-seekers. A small target indicates where your bullets or heat-seekers will go when launched. When the target passes over an enemy plane, it locks on and a voice screams "Fire!" Actuating a heat-seeker at this point will result in the enemy being wiped out. In the midst of battle the voice target goes crazy as it locks on to countless attacking planes – I'm sure it gets narked and starts saying "F***!"

Levels differ very little. Okay, so the bushes are sometimes green and other times brown. Big deal! The ground also does a chameleon act; alternating between mustard yellow, pea green and murky blue. If you're lucky you might see the sky suddenly turn from blue to orange. Just think of all the combinations you can have by alternating the bush, ground and sky colours. Mmmm, variety... it's certainly not the spice of this game.

To be fair, refueling and bonus stages do pop up now and again. During refueling a mammoth plane hovers overhead and, by means of a dangly pipe, replenishes your heat-seeking missiles. The bonus stage involves blasting everything in your path while flying precariously through narrow columns.

The trouble with *AB II* is that, like the arcade game, there is little in the way of gameplay. It's simply a brainless blast. At the same time, it's the slickest shoot 'em up you'll encounter. Mainly because of the speed, exceptional graphics and gratifying sound effects.

While *Top Gun* may have taken your breath away, *After Burner II* on the Mega Drive will leave you blue. The game moves at unbelievable speeds. Forget other computer and console versions you may have seen. This game looks and plays like the coin-op.

Put Amiga owners to shame, show them *After Burner II*.



Yo, that's one big mutha ship. Thankfully it's on your side and is about to replenish your heat-seekers.

THE VERDICT 90

Many thanks to 17 Bit Software on (0924) 366982 for supplying the review copy of *After Burner II*.



Gulp, looks like you're about to become history. With all those heat-seekers heading your way, there's little chance.



No doubt about it, your breath has well and truly been taken away.



Bottom bandit at 12 o'clock... advice please, Charlie.

BATTLE OUT RUN

Sega/£29.99/Sega MS

Chase HQ or what? There's no mistaking it. Drive a fast car and capture criminals by bashing into their vehicles. Like *Miami Vice* cops Tubs and Crocket you get to drive an expensive car. Only yours is better than the TV cops' 'cos you drive a limited edition Ferrari F40 and they only have a Testarossa. Naff!

You'll notice your girlfriend isn't in the passenger seat of your F40 – that's because she has been kidnapped by a criminal syndicate. You get in your car and travel the vast United States in search of your beloved. Touching, huh?

While *Battle Out Run* is an unashamed rip-off of the *Chase HQ* cars and crooks coin-op game, it introduces several new elements.

For instance, in the style of *Knight Rider*, you can be picked up by an enormous articulated lorry. Once inside you may opt to have better tyres fitted, an engine tune, body fix, improved chassis or increased nitro capacity. All this costs money – and it's only by capturing criminals that you get any cash.



Two thousand bucks is enough bread to buy a nifty nitro expansion kit.



Beware of drunk drivers; they swerve from side to side and don't give a four X for anything else.

You start in Frisco (apparently the prostitution syndicate capital) and must pass through Los Angeles, Las Vegas, Kansas, Chicago, Miami, Washington and New York. During each stage you must race along the highways in search of the villains' getaway vehicle and bump into it. Other cars do their best to get in the way and ramps, straw bales and oil slicks will slow you down. There's a time limit in which to apprehend a crook, so you've got to ensure your foot is down all the way.

While the game may not come tops in terms of originality, it is hugely playable. The graphics are spectacular – some of the best ever to have appeared on the 8-bit Sega – and the sound provides just the right atmosphere.

Don't let *Battle Out Run* get away.

THE VERDICT 87



Enjoy the scenery while you can. When you catch up with the crooks you'll most likely be admiring the underside of your car.

WHAT'S THIS?



Here's the latest in slick black designer Japanese joypads for the Mega Drive. Not only will the dynamically-named XE-1AP plug into your Sega Mega Drive, but it will also work with computers offering Atari-style joystick ports. Auto-fire, fire rate and analogue/digital buttons are fitted as standard. Hassle your local Mega Drive stockist for one but don't expect to shell out much less than £50. Apparently the XE-1AP is a joy to use with *After Burner II* due to the game supporting analogue input devices.

QUICKIES

● It's been a tad quiet on the PC Engine scene lately, but Supervision on (0602) 475151 reckon things will change now that they have the latest Japanese releases *Space Invaders, King Of Casino, Psycho Chaser* and *Power Drift* in stock. *Space Invaders* (£30) Engine style offers both the classic version and a new 1990s rendition. *King Of Casino* (£30) is self-explanatory. *Psycho Chaser* (not a car racing game as might be expected) is similar to *Robocop* in that you hunt vicious characters hidden in houses along city streets. Whilst *Power Drift* (£35) is, of course, a conversion of the spectacular arcade game of the same name.

● Most Mega Drive dealers will soon be able to offer you *Leynos* and *Darwin* – two hot shoot 'em up conversions straight from the arcades.

● So your golf playing isn't up to the standards required for playing in the British Open? Never mind, you'll be able to improve your handicap with the ultimate golfing game, *Golfmania*, on the Sega Master System. Due any day for £32.99. Hic! Look at the birdie. *(That's pathetic. Ed.)*

● Big exchange news for PC Engine Owners. *Console Quest* offers an option which allows you to exchange old games for new. Ring for details on (0424) 718961.

● There's plenty on the way for the Nintendo over the next few months: *Batman, Rygar, Simon's Quest (Castlevania II), Skate Or Die, Teenage Mutant Ninja Turtles, Solomon's Key, Fester's Quest, Double Dragon II* and *Tetris*. There's also something for fans of the classic *Donkey Kong*... err, *Donkey Kong Classics* would you believe? Two games are featured, *Donkey Kong* and *Donkey Kong Jr.*

DON BLUTH'S KIND OF MAGIC READY TO ROLL



The classic Don Bluth laser disc arcade games *Dragon's Lair* and *Space Ace* will soon be appearing on a console near you.

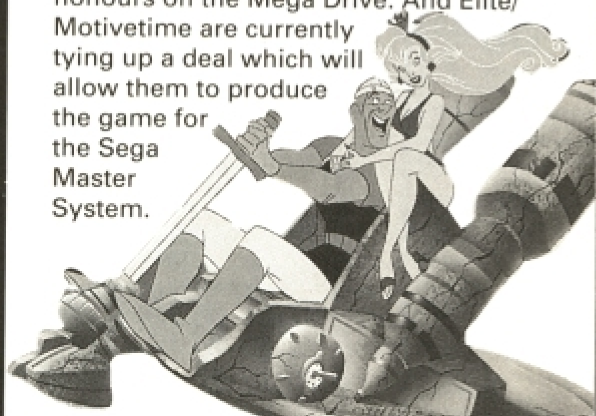
Remember when you first saw *Dragon's Lair* and *Space Ace* in the arcade in the early '80s? The sound and animation stood head and shoulders above anything else – mainly because the games used real cartoon graphics (none of this computer-generated rubbish) and real sounds too. Today there is still nothing that provides such astounding audio-visual excitement.

Sob story over. You're going to get to play those very games on a console from the comfort of your home.

UK software house Elite, under the guise of their Motivetime label, are currently programming *Dragon's Lair* and *Space Ace* for the Nintendo Entertainment System, and *Dragon's Lair: The Legend* for the Game Boy. From the demo version previewed, the NES version looks absolutely astounding. The graphics could well be the best yet to appear on the Nintendo.

Meanwhile Nintendo in the States will be producing *Dragon's Lair II: Time Warp* for... you'll never guess... the Sega Master System. Erm, perhaps not. The NES actually.

Sega owners, don't fret. Both *Dragon's Lair* and *Space Ace* will be available for your machine. Readysoft – already credited with producing Amiga, C64, CPC, Macintosh, PC, Spectrum and ST versions of *Space Ace, Dragon's Lair* and *Dragon's Lair II* – will be doing the honours on the Mega Drive. And Elite/ Motivetime are currently tying up a deal which will allow them to produce the game for the Sega Master System.



Dirk and Daph's adventures continue in *Dragon's Lair II: (let's do the) Time Warp* (again). Out soon on a console near you.

BARKIN' MAD

Don Bluth's latest animated feature film-length cartoon, *All Dogs Go To Heaven*, is also set to turn into a game. Versions for most home computers are in the process of being completed. Console conversions should follow later.

If you haven't seen the film, I'll spoil it for you now: Charlie Barkin, a wolfish German Shepherd, breaks out of a dog pound with help from his mate Itchy. Charlie returns home to discover his partner Carface Malone has grown mysteriously wealthy. Barkin' mad Charlie uncovers Malone's secret... a girl name Anne-Marie who can talk to animals. After a series of adventures, Charlie and Anne find their lives at stake. Only one can be saved. Sniff... ruff, ruff. Goodbye, Charlie...

The computer version of the animated cartoon is aimed at four to twelve year-olds and features puzzle and logic games. It hasn't been confirmed whether console versions will be the same.

WAVE 'EM ON

Scheduled for release in the near future for the Sega Master System are the Ocean coin-op conversions of *Chase HQ* and *Operation Wolf*.

In *Chase HQ* you take to the wheel of a turbo charged Porsche 959 and must chase jewel thieves, drug dealers, murderers and other unsavoury characters across the countryside. You bring wrong-doers to justice by smashing into their cars. Check out the *Battle Out Run* review covered this month for a taster of what to expect.

Operation Wolf is of course the great blood and bullets game in which you go on a savage rampage blasting at anything that moves. Extremely violent and great fun.

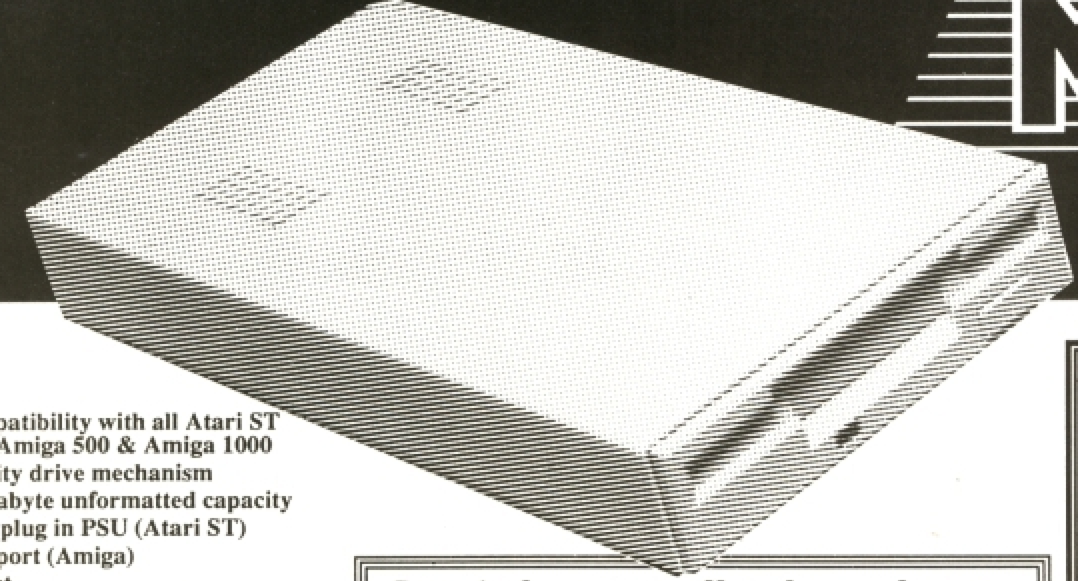
Both titles will be available shortly, price £29.99.

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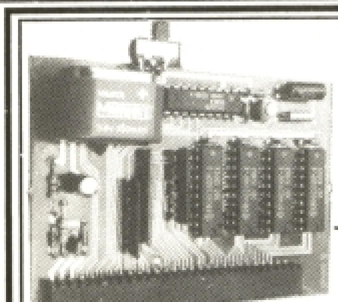
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NEMESIS

Sega/£29/Game Boy

CONSOLE CLASSIC

Picture the scene... two old games players sat on a park bench reminiscing about the good old days: "Ah, *Nemesis*," says one dreamy-eyed, "they certainly don't make games like that any more."

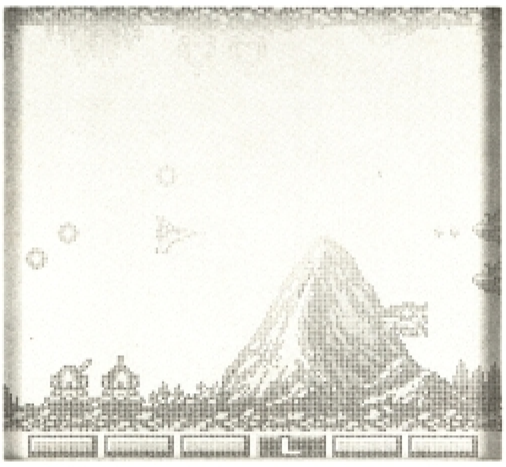
"You what?" intones the other. "Of course they do, you silly git, here – cop a load of this!" The first aged games player passes the second a small beige box with a tiny yellow screen. On it, a frantic space battle is being played out in subtle shades of grey.

"Urk!" cries the first games player in a state of shock and promptly suffers a massive cardiac arrest.

So there you go. Just what the moral of the story is, isn't totally clear. However, it leads us nicely (?) into this month's fabulous Game Boy game. Yes folks, *Nemesis* (also known as *Gradius* before the operation) is back in all its horizontally scrolling shoot 'em up glory and swiftly zooms to the top of the 'Best Game Boy Game' chart.

Nemesis is a small-but-perfectly-formed rendition of the fabled coin-op, complete with parallax scrolling, zillions of whizzy aliens, missile-gobbing Easter Island heads (!), end-of-level bosses – you name it, it's got it.

Those devious Konamese, in a fit of unbridled generosity, have included a wonderful alter-the-game-to-suit-yourself menu screen. If you're completely p... no, it's not what you're thinking ...eeved with starting on level one with three lives, why not start on level five with 99 lives? There are two levels of difficulty, marked '1' for the first level and... (*Yes, we get the idea. Ed.*) Once you finish the fifth level, the game cycles through the same five levels again, but this time on difficulty level 2 (for '2' read 'bleeding impossible'). So if you start on level one, but at difficulty level 2, it's really level 6. Geddit?



The detail in *Nemesis* is extraordinary considering the size of the screen.



Nemesis – without doubt the best Game Boy release to date.

As you traverse the landscape, hordes of aliens try and bump you off by lobbing dangerous projectiles in your direction. Stay out of their way, and kill the aliens. Simple.

Some nasties carry tokens – sort of extra-terrestrial Green Shield Stamps – which can be picked up and exchanged for extra weaponry.

Basically, *Nemesis* is... erm, *Nemesis*. And it really is very good. The amount of detail Konami has managed to squeeze into the diddy screen is amazing. Everything moves swiftly, the stereo track is spiffy and the gameplay brilliant. Undoubtedly the best Game Boy title yet.

THE VERDICT/91

LAST BATTLE

Toei/£29/Game Boy

"Well, really, how extraordinary – more bone-crunching and face-mashing to swing your pants to."

Gerroff! You ruined my last *Last Battle* review – so hoppit!

Forget last month's *Last Battle* review on the Mega Drive. The Game Boy version is vastly different and, sadly, a lot worse. The story remains the same: most of your family has been taken captive by post-holocaust hoodlums and you decide to get them back.

All you get to do in the game is beat up opponents. It's just one after the other. Unlike the Mega Drive version, you don't get to tackle minions – it's just boss monsters all the way. And well, that's it really. Oh, you do get to choose who you want to be: Kenshiro, Heart, Shin, Jagi, Uygur, Souther, Raoh, Falco, Han, Hyou or Kaioh. You must then beat the remaining characters.

If you've got two machines things get slightly more interesting as you can fight against a friend and the tactics are consequently less predictable.

One fight is bearable, two is one too many, and three will have you on your knees begging for mercy.

THE VERDICT/51

SPACE INVADERS

Taito/£29/Game Boy

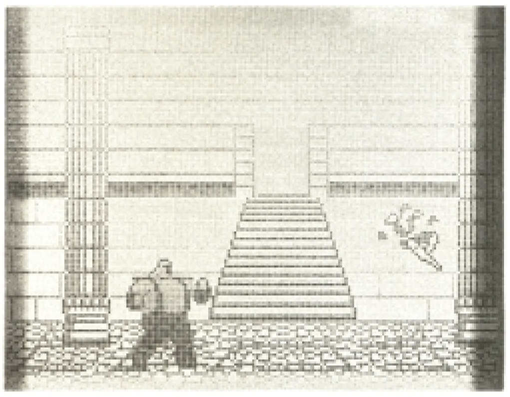
They're back, and this time they're smaller and more mono than before. Wow! The game that started the computer gaming revolution lives on.

You can forget any extras; *Space Invaders* on the Game Boy is like the original that appeared in the arcades all those years ago. Unfortunately, so much more could have been done. Sure it's wise to keep the original elements of the game but there should be an option for playing *Space Invaders '90* or something. Such a wasted opportunity. The PC Engine version of *Invaders*, when it appears, will offer two versions: the original and an enhanced game.

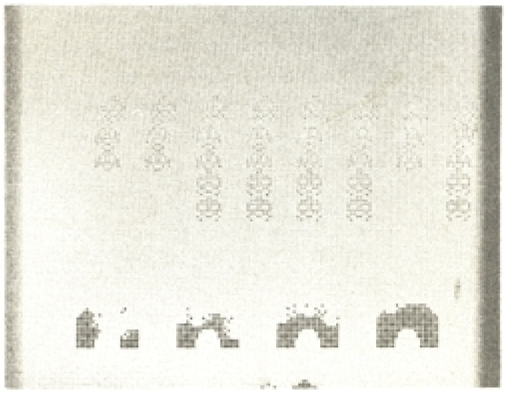
Almost anyone on a computer studies course could have written this game. Yeah, it's addictive to begin with. But there's just not enough to keep you hooked for long. Worse, after ten levels there's a coffee break and the action restarts from the beginning.

The Game Boy is a perfect *Space Invaders* engine, but it also offers much more potential. You can probably pick up the arcade machine for the same price as the Game Boy *Invaders* cartridge.

THE VERDICT/77



Last Battle – a new opponent brings a different background and even greater boredom.

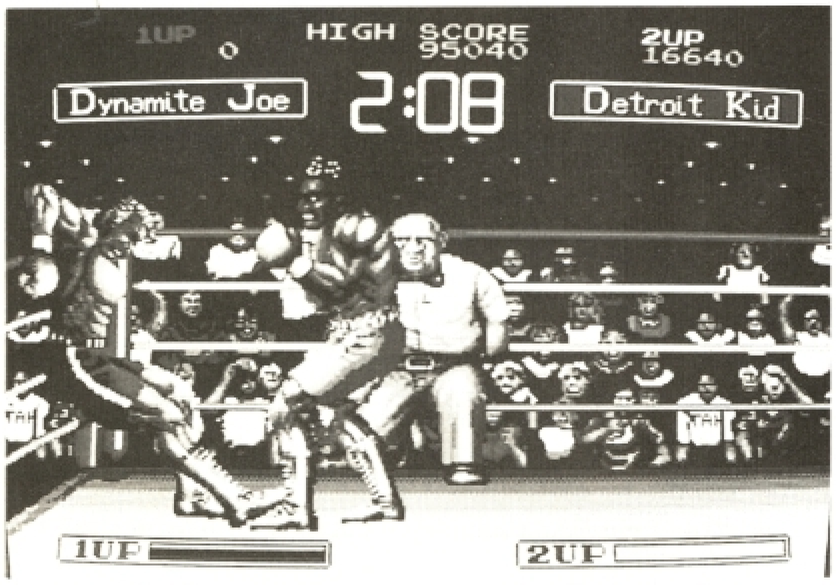


Space Invaders – blip, blip, blip, bloom, blip, blip, blip, boom...

Many thanks to Console Quest on (0424) 718961 for supplying the review copies of *Last Battle*, *Nemesis* and *Space Invaders*.

FINAL BLOW

Taito/£38.40/Sega Mega Drive



Joe's hurt against the ropes... it looks as if it's all over.

Yoooohoooo, it's meeeeeee. Do you want me to tell you a stoooooooory? I can seeeeee youuuuu. I know your naaaaame. I know where you liiive...

(Smack!)

Ahuh, that's got rid of 'im. Know what I mean, 'Arry? This geeza was looking for trouble, so I gave it to 'im in the mouth, know what I mean? It was a left, a right and a beautiful uppercut. 'E never knew what 'it 'im. Know what I mean? Ahuh. 'Ay, 'Arry, why wasn't I invited to this 'ere boxing match? And why do I 'ave such trouble with my 'aches?

One, because, my son, you ain't got a silly enough name. And, two, boxing is a funny ol' game, but I'd rather stick to football because... it's a funny ol' game. Oh, and my name's not 'Arry.

Thank you for the running commentary. Pervy, Bruno, Greaves – out! One day it will be possible for me to write a review without any interference.

Prepare yourself for a heart attack. *Final Blow* is a boxing game in which you must face enormous boxers. You, an opponent and the ref leave little room for anything else on screen. You won't have seen character sprites larger anywhere else. Even with all the heavy weight (geddit? Heavy weight boxers... forget it) the boxers have to carry, movement is silky smooth.



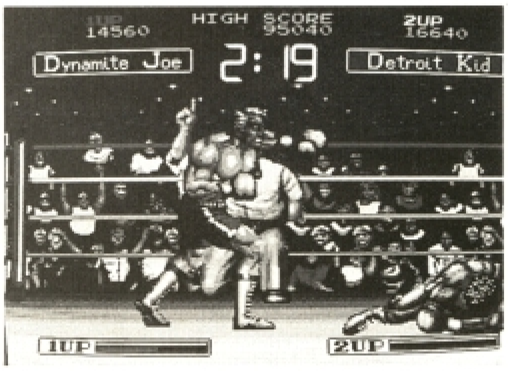
King Jason 'Donovan' I don't think.

You control one boxer from a choice of five – Dynamite Joe, Kim Nang, Detroit Kid, King Jason or Fernando Gomez – and get to battle it out against the remaining four.

A range of moves are at your disposal, including rapid jabs to the head and stomach, punches to the side of the face, slow but hard smashes to the face or stomach, uppercuts, and what looks like a highly illegal elbow lash across the face. You can pummel an opponent for an age using fast punches and hardly damage his stamina; it only takes a couple of hard hits to lay out an adversary – sometimes forever.

Fights lasts three minutes. If by then nobody has been knocked out or knocked down three times, the invisible judges determine the winner by the boxer with most points.

With all *Final Blow's* larger-than-life animation and gloss, it is sadly lacking in long term appeal. Just four opponents to fight and beat to become champ and the same four to knock into the dirt to defend your champ status. Very poor indeed. No doubt the huge animations and still images take up so much room in the cartridge that there's no space left for anything else. A crying shame.



My goodness, what a comeback. A sharp jab to the Kid's head has left him reeling. He's on the floor... the ref's started the count.

Although each boxer uses different tactics, your opponents moves are soon learnt and it takes next to no time to become World Heavy Weight champ.

Simultaneous two player mode is fun because of the unpredictability of your foe. But even that gets tedious because once you've won the game ends. Things would be more interesting if the loser choose from the remaining pool of boxers and fight on.

Fine for a fight but gets boring after a few bouts. STOP

THE VERDICT 71

Many thanks to Console Quest on (0424) 718961 for supplying the review copy of *Final Blow*.

CHEAT!

Great Scott, there are gallons of groovy game busting gags to be had in the only tips section dedicated soley to consoles.

PACLAND

PC Engine

In the forest section try pushing tree stumps to the left. Eventually you'll come across one which will transport you forward a few levels.

ALEX KIDD

Mega Drive

When you encounter foes who require you to play scissors, stone, paper if you wish to proceed, use the following moves.

Encounter Move:
1 stone, scissors
2 scissors, scissors
3 stone, scissors
4 paper, paper
5 stone, stone
6 stone, scissors

Make sure you choose paper both times on meeting Janken The Great. On the final screen walk on the sun, squiggles, moon, star, sun, moon, squiggles, fish, star, fish and crown.

LIFE FORCE

Nintendo

Here's a code which lets you start the game with 30 lives and four continue options. On the title screen press up, up, down, down, left, right, left, right, B, A and START.

AFTER BURNER II

Mega Drive

There are 23 levels in all. You can choose to start on any level between 1 and 20 by holding buttons A, B and C simultaneously and – still holding the three buttons – pressing START. A message appears asking you for the start level. Move the joypad until the number corresponding to the level you wish to start on appears. Press START to begin.
Mathew Snell, Bridport.

DOUBLE DRAGON

Sega

Unlimited lives are available until you get to the last level. To continue with infinite lives walk up to a blue door and do 10 round house kicks.

GRADIUS

Nintendo

At the end of stage one you'll encounter rocks being jettisoned out of the mountain. Ensure you ship is equipped with a force field and you have one ready to roll on the power-up bar below. By keeping your fingers on buttons A and B at the same time, you can shoot without wasting your force field.

MATHEW'S A STAR

Mathew's about to be knocked over by *Final Blow* because of his contribution to Cheat!. You too could win a fabulous game for your console by getting your game-busting hack printed in Cheat!. Simply scribble your tip on a piece of paper and send it to **Cheat!, Console Action, ZERO, Dennis Publishing, 14 Rathbone Place, W1P 1DE.**

THUNDERSTRIKE



IBM PC VGA SCREEN SHOTS



IN JUST 200 years the Earth is controlled by the TV networks and defence industries. The ultimate TV phenomenon is coverage of the military olympics... and the ultimate event is '*Ground Defence*'. Gladiators man deadly craft, their mission to protect the communication tracks and ground installations. Their goal - and yours - is to be knighted *'Defender of the Ground'*.

ThunderStrike is 3D arcade action, using solid polyhedrons and solid relief techniques to create a breathtaking contoured landscape. With super-smooth 3D scrolling the gladiator's craft hunts and attacks the enemy vessels in deadly low-flying combat. The action is tracked by a camera following close on the tail of the player's craft, whether flying along a trench or hugging the undulating contours of the ground.

- Spectacular graphics - fully light-source shaded solid 3D vectors (in 256 colours on VGA)
- Choose to pilot a variety of sleek Defender class fighters
- Heads-up display featuring radar displays and weapon indicators
- Various weapon pick-ups, shield drones and turbo-thrusters
- Watch the TV ratings go up as the action gets hotter!
- Available from the end of June 1990 for the Atari ST, Commodore Amiga (£24.99) and the IBM PC (EGA/VGA) (£29.99)

Light years ahead

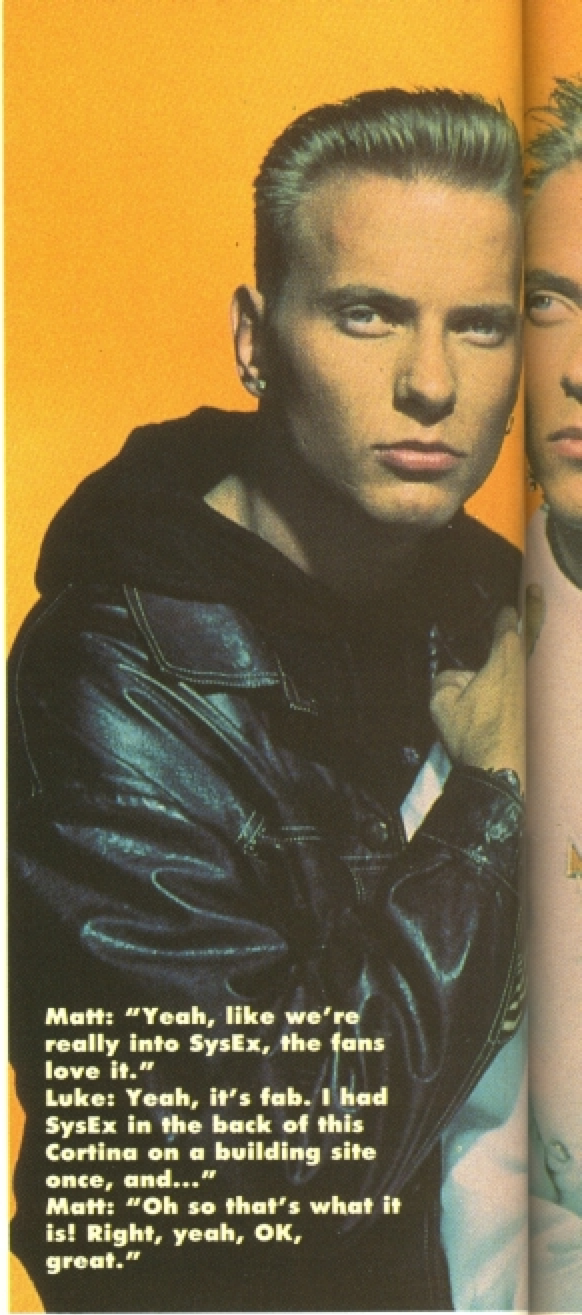
MILLENNIUM

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CHIP SHOP BOYS

SUSSING SYSEX

Steve 'Jason Donovan' Phillips leaves his hair gel alone for ten minutes to mess about with a bit more MIDI...



Matt: "Yeah, like we're really into SysEx, the fans love it."
Luke: Yeah, it's fab. I had SysEx in the back of this Cortina on a building site once, and..."
Matt: "Oh so that's what it is! Right, yeah, OK, great."



Michaela Strachan learned all about the birds and bees while working on WACaday. Then she met Pete Waterman at a Sumo convention in Congleton and the rest, as they say, is a load of crap. "I love SysEx," beams the ebullient would-be Kylie. "It's so useful for dumping samples onto my ST!" Hurrah!

There comes a time in every boy's and girl's life when they have to learn, erm, 'things'. These 'things' have been kept from them until now because, well, it's not that they're embarrassing exactly, but... No, start again. There comes a time when young people get old enough to... Oh smeg it.

You see, son, when your mother and I first met, life was so much more straightforward. In those days you knew where you were – everybody lived in cardboard boxes, beer was ha'penny a pint and a synthesizer was just a synthesizer. There was no talk of this SysEx thing that all you kids seem to be getting involved with nowadays. I dunno where it'll all end, to tell you the truth.

THE BIRDS AND THE BEES

Let's start at the beginning. you've heard of MIDI (the Musical Instrument Digital Interface) by now. Well, MIDI's messages can be divided into two basic types: System Common and System Exclusive. The System Common messages cover all the sorts of things we've been talking about in the steamy pages of ZERO already – Note Ons and Offs, pitch bend, patch changes. The easy stuff. On the other hand, System Exclusive – SysEx – information allows us to get really dirty with MIDI gear.

In its simplest form, SysEx is not a symptom of a speech impediment, but an area of the MIDI standard that is set aside for each instrument manufacturer to do what they like with. For example, they might use it to transfer the entire sound memory banks to your computer and change the settings of your synth's sounds from the computer whilst it's playing back a piece of music. All in all, it's a pretty horny bit of MIDI.

SEX AND ERM, MIDI

In order to make all this possible, each manufacturer is assigned an individual SysEx code that they can use to 'personalise' areas of their instruments' performance. This way there doesn't need to be one standard that covers all the areas that SysEx does. Instead, each company can make their own rules to cover whatever they think is important for their gear. Here's a list of some of the more common companies' SysEx IDs...

MANUFACTURER	ID (HEX)	ID (DECIMAL)
AKAI	47	71
APPLE COMPUTERS	11	17
CASIO	44	68
E-MU	18	24
ENSONIQ	0F	15
KAWAI	40	64
KORG	4	66
OBERHEIM	10	16
ROLAND	41	65
SEQUENTIAL	01	1
YAMAHA	43	67



SO WHAT'S THE POINT?

SysEx information can be useful to you in two ways. The first and easiest way to make use of it is from the sequencing software running on your computer. (See ZERO ish 4 for a blow-by-blow account of sequencers and what to do with them.) Most sequencers these days will allow you to record SysEx information into them, so that they can be used to store banks of sounds (or samples from a sampler) when the instrument's memory is full up. SysEx dumps (to use the official lavatorial moniker) are also a part of many reverb and effects units. Using these dumps you can build up whole libraries of sounds or settings that are far bigger than the equipment's memory would otherwise let you.

If your sequencer won't play ball you can buy other software written specifically for the job. Here you'll either need a program for the instrument you're using (like Quinsoft's *FB01 Librarian* for Yamaha's FB01 expander) or a 'generic' librarian that will store any SysEx dump (like Hybrid Arts' *Genpatch* and Keynote Software's *Chameleon* for the Atari ST). Take a tip from an old pro (I once met one in a pub in Walthamstow – oh, never mind) – generic librarians are worth fifty times their weight in bootleg games.

Another piece of generic software is a generic patch editor. This again uses SysEx information but this time to help you set up sounds on an instrument with your computer. It may sound like using a sledge-hammer to crack a squirrel but if you've ever tried to use equipment that has a million parameters for you to twiddle and one button for you to do it with, you'll know it's not such a dumb idea after all. A couple of ST programs to check out here are Hollis Research's *MIDIman* and Hybrid Arts' *Genedit*.

Again, software editors come in dedicated versions that work with specific instruments. Dedicated librarians and editors tend to be more user-friendly than the non-dedicated ones, but you will have to buy a new one each time you buy a new bit of gear. And it's also worth remembering that not all gear has had dedicated software written for it.

Another simple use of SysEx is to record it as part of a sequence (a bit of music) to allow you to change, say, a sound's decay time while the music plays back. Amongst other things this helps make electronic instruments perform a lot more like 'real' instruments. Not all sequencers let you perform all this digital jiggery-pokery so you'll need to do a bit of serious manual reading to see if yours does. If you're thinking about buying sequencing software it's worth checking this sort of thing out.



Whitesnake: now there's a band that knows its SysEx. (No it doesn't. And that's not Whitesnake. Ed.)

THE CLEVER BIT

SysEx information is the sort of thing that programmers dream about. With it you can use your computer to get right inside your MIDI gear and paaaaarty. Without getting too involved right now, this shows the basic structure of SysEx messages so you can have a dabble if you're that way inclined:

F0 ID ...data... F7 where F0 indicates start of System Exclusive; ID is the manufacturer's ID No (see the previous page); and F7 indicates end of SysEx.

You can write your own programs using SysEx (if you're a smart arse) but there are a couple of easier ways of getting into programming with SysEx (if you're only a smart nose). *(Eh? Ed.)* Dr T's Software have an Atari program called *T-Basic* which is a pretty accessible MIDI programming language that will enable you to write all sorts of sequencer and SysEx routines. Hollis Research's *MIDIman* and Keynote's *Chameleon* also have provision for you to write SysEx routines of your own – for instruments that aren't already covered.

Getting to grips with SysEx can make life a lot simpler for the MIDI musician in the long run. Provided, of course, you erm, always practise safe SysEx... *(It had to come. Ed.)*

THE SYSEX SCAM

If you remember from earlier Chip Shop Boys articles, MIDI uses 16 channels to send information around. By giving different bits of gear different channels to work on, messages can be 'labelled' with specific channel numbers so that the right messages are received by the right machines. Well, for some reason all SysEx messages are sent out over all 16 channels – Gawd knows why. Consequently, you don't have to do all the usual worrying about things being on the right channels.

That's the good news. The bad news is that if you're using old MIDI instruments you may find they react rather badly to SysEx messages flying around the system (a bit like the Ed and messages from the Inland Revenue). *(It's all lies. Ed.)* If you find that sending SysEx information to one synth, sampler or effects unit upsets another bit of gear, the best way to sort it out is to use a MIDI filter. These are just little boxes that you connect in the MIDI path that will filter out whatever sort of information you ask them to.


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REPLAY PRO SAMPLER

A decent sampler, drum machine and sample librarian for under £150? Oooh gosh, was that a pig that just went past this tenth floor window? Er, actually, yes...

Samplers normally take the form of complete keyboard instruments or expanders (complete instruments without the keyboard). Unfortunately for most of us, this makes them a rather expensive commodity. An alternative approach to sampling is to use the electronics already in your computer to do the number crunching, leaving us needing just a little hardware (analog-to-digital and digital-to-analog convertors)

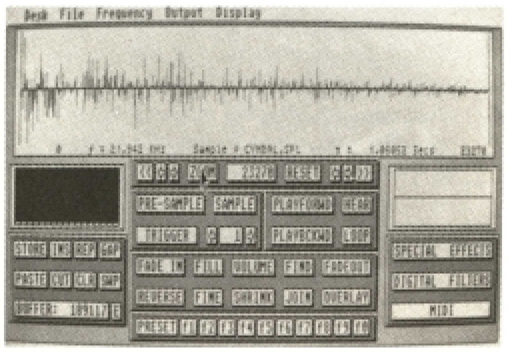


and the software to make it all function – a much cheaper proposition. Happily, our first review fits nicely into this category, costing under 150 quid rather than hundreds or thousands.

What a sampler actually does (apart from get pop stars into trouble over nicking other people's music) is to record and play back sound. It's kind of a digital tape recorder – but the 'digital' bit means that it can do all sorts of things that are ordinarily rather difficult. The input stages of the sampler convert the analog signal from a microphone, electronic instrument or record deck into a digital signal. You can then play this signal back (converting it back into an analog signal as you do so) at different speeds to give different pitches. You can also reverse the direction in which the computer reads through the sample information – so the sound will play backwards – and 'loop' sections of it. Using a loop you can get a sample that may have been only a fraction of a second long to play back indefinitely – the skill here is finding smooth loop points so that the sample doesn't click, or 'glitch', as it plays through the loop points.

Steve: OK, enough theory, what about *Replay Pro*? It includes a small sampling cartridge and the software to help you record and play back all kinds of ridiculous sounds in all kinds of ridiculous ways – forwards, backwards, faster, slower, in a slightly different colour...

First of all, the sampler runs in either hi or medium resolution, so if you're using a telly as a monitor, you'll have to give *Replay* a miss. The cartridge plugs into the Atari's cartridge port and has two phono connections on it: one for the signal to be recorded, the other for playback. As well as the cartridge, *Replay Pro* comes on three disks – the sample editor, a disk called Drumbeat Professional and one called MIDIplay.

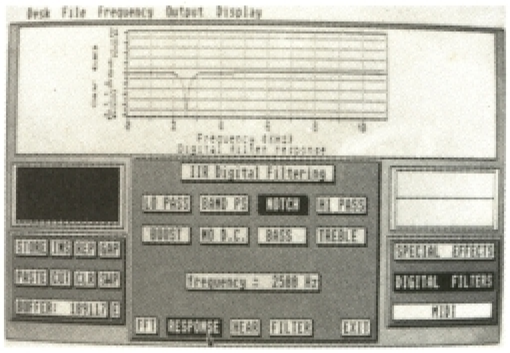


At the top is a display of the sample waveform in memory – very impressive. Below this are two more displays showing a 'spectrum analyser' and an 'oscilloscope'. The rest of the screen contains all you need to operate *Replay Pro*.

The important things to watch for on any sampler are its bit resolution (the sound quality), sample rate (the rate at which samples are made) and the sample time (the length of sample it can hold). These last two figures can be played off against one another as they are both dependent on how much memory you have to play with – so a better quality sample will give you less time for recording.

Top quality samplers these days use 16-bit resolution. *Replay* comes in second place by using 12-bit but when you consider that the Fairlight Computer Musical Instrument used only 8-bit and cost 20,000 quid only 7 or so years ago, *Replay* starts to sound pretty good. *Replay Pro* offers you a choice of sample rates to use: 5.5kHz, 8kHz, 11kHz, 16kHz, 22kHz, 32kHz, 44kHz, 48kHz. This comes out as about 10 seconds of sample time at 22kHz on a 520ST or 34 seconds on a 1040ST. Quite enough to have fun with.

So let's have some fun. As well as the obvious tricks like sampling farts and dog barks and making them run backwards, *Replay Pro's* editing facilities are pretty comprehensive. They include fade-ins and fade-outs, shrinking (compressing a sample to half its original size) overlaying and joining – *Replay's* way of helping you find good loop points – and filtering. The filter section allows you to change the sound of a sample pretty drastically – great for musical uses as well as making your sister sound as if she's trapped in a transistor radio and your dad sound as if he's joined the Castrati. On top of this there's an effects section that allows you to add reverb and echo treatments.



On the MIDIplay disk is all the necessary programming to manage your samples for you. Here you can store up to 128 samples, each of which may have its own tuning and loop points. MIDIplay also allows you to play up to four notes simultaneously.

Meanwhile, the Drumbeat disk contain a program that turns *Replay Pro* into a drum machine. In this form you can record up to 10 songs each of up to 50 patterns at any time. So now you've got a drum machine for your 130 quid.

Now, in the serious world of hi-tech music, facilities like these would not only cost a packet but you'd have to buy several packets' worth of gear to have them all at your disposal – in other words they don't normally come as part of one instrument. There's no reason why *Replay Pro* couldn't find its way onto a chart hit if someone was determined to use it. Regardless of the professionals, this sampler is a cheap and easy way to get into the sorts of tricks that would otherwise cost you an awful lot of money.

WHAT'S WHAT

TITLE	Replay Pro
PUBLISHER	Microdeal
PRICE	£129.95
FORMAT	ST
RELEASED	Out now

STOP



MIKE GERRAR
AND HIS MISS

Rustle... squelch... sniff... *Mike Gerrard's* beard comes out of hibernation to frolic through this spring's offering of adventures.



Months ago, to bring excitement to these pages, I had a compo and the response was... PATHETIC!

I asked you to send me photos of showers to win a video promoting Sierra On-Line's 1990 titles, plus a free adventure game. How many entries did I get? Two, that's how many. That's the last compo I'll run, if that's the best you can do.

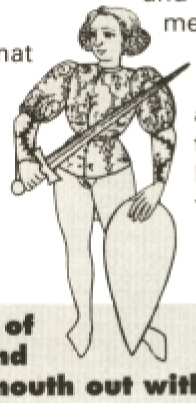
Second place goes to Neil Hutchison of Glasgow, for a fetching shot of a rather attractive shower unit. For his valiant attempt Neil wins a consolation prize copy of Infocom's *Battletech*.

In first place is Marc Young of Tonbridge. Marc wins on quantity as well as quality, having submitted four photos. One is a shower of rain at Brand's Hatch and another is a nice piccy of a rainbow. Then there's little Phildo the Cat, sitting underneath a dripping tap and finally there's a photo of somebody (who had better remain nameless) creating, erm, a shower... at the side of the road. Yeuch. Marc receives the glorious first prize of a Sierra video plus a copy of the Sierra game *Gold Rush*.

Yah, this is what we want, a bit of aggro in the adventure column and here it is from **Matthew Conway** of Lambourn. Matthew who says "I see the text/graphics debate has sprung up again. I want to join in because a) I like a good gripe, and b) I want to see my name in the magazine. In big letters." Oh alright just for you: MATTHEW CONWAY.

Now on with his comments, for what they're worth: "I agree with Steve Clay: text is by far the best medium for adventures, simply because so many deal with fantasy elements which can never be satisfactorily described. For example, trolls to most adventurers are man-sized brutes not renowned for their IQ. Trolls to me are eight-foot tall humanoids possessed of enormous strength, not very clever but not stupid either, resistant to most physical attacks not using acid and fire and capable of killing almost anything. The only way not to disappoint players is by not drawing them in the first place."

Right, fair enough, have you finished? "I also disagree with Steve Clay." Oh God, Conway, what are you on about now? "We all want to know what the unknown looks like. To use his *Lord Of The Rings'* analogy, I was scared witless when, while reading the book, the Nazghul made their first appearance tracking Frodo et al (*I don't remember him*) on their way to Bree. The simple lack of description made them very powerful characters. However, I always had the nagging desire to know what they looked like and the movie certainly did that! My only disappointment with the film was that it only covered the first two books and not *The Return Of The King*. Damn annoying, that." Oooh, language. Just get out of my pages and wash your mouth out with some vim and vimto.



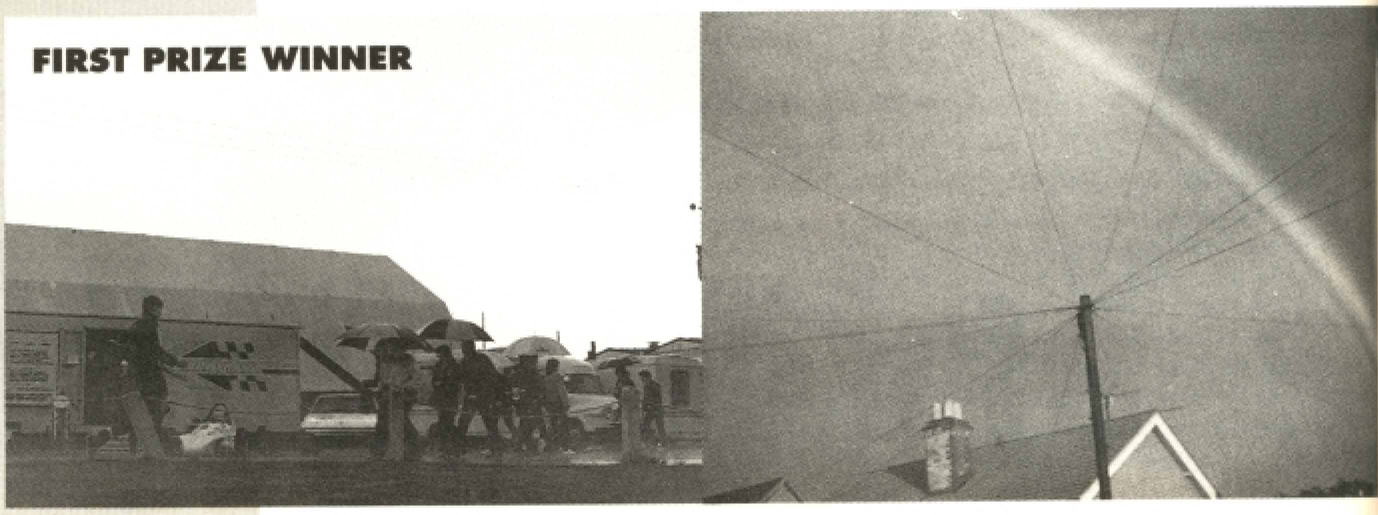
Just get out of my pages and wash your mouth out with vim.

Now here's a name to conjure with, and I don't mean Paul Daniels. I mean **Hugh Jeye**. Hugh bought *Whiplash And Wagonwheel* after reading my review of it and now of course expects me to sort out his problems for him. Well, OK, one or two of them. Hugh says he's given Joey the medal which he obviously wants, but still can't get him to talk. In which case: HCAOR EHT NO DNATS. How do you get into the house north of the library? Get an invite from the sheriff somehow (HCOORB EHT MIH EVIG).

Gil Shaw wants to know if any readers can offer hints, tips or even a solution to the Amiga version of *Captain Blood*. And tell me too, but first tell Gil Shaw, 26 Biggart Road, Prestwick, Ayrshire KA9 2EH. Gil also boasts about completing *Joan Of Arc* not merely once but "a few times." Flippin' show-off. But I'll forgive you, for sharing these tips:

1. After being crowned, pay off the army, quell any rebellions and tithe the most peaceful provinces to raise some money.
2. If you capture the Duke of Bedford then you can ransom him for two million if you choose the most diplomatic ambassadors.

FIRST PRIZE WINNER



RD SIVE TIPS*

3 Never keep a standing army after November as you usually get messages that the weather is not suitable for a campaign so this can save an awful lot of money.

4 DO NOT FORGET THE HEARTH TAX IN SEPTEMBER!

5 Keep an eye on the provinces. If they rebel, hang a few inhabitants.

On that sound Thatcherite principal I think we'll move on, to **Robin Crawley** of Great Yarmouth, who was also kind enough to send in his solution to *Joan Of Arc*. For those who are floundering around at the start, Robin says it's best to begin as follows: "Click on 'Start a Campaign' and choose 'Displacement'. Then move Joan of Arc to Orleans where you will encounter the army of John Talbot, who is quite easy to beat and if you're lucky you'll capture him. Then choose 'Offensive' and beseige Orleans." Right, now it's over to you.

Or rather it's over to **Phil Thompson**, who of course used to play soccer for Liverpool but now plays adventure games in Clwyd. Phil's pretty clwyd-up (ho-ho) on *Maniac Mansion* and has sent me a full solution. Ta very much, Phil. Apart from saving the game regularly, Phil's advice includes the fact that a parcel is delivered to the postbox early on in the game. Get Syd to pick it up but don't get caught. The other characters Phil uses are Bernard and Dave. If you want me to print the full solution to this game then just let me know my little adventuring cherubs.

Next letter is obviously not from a cherub, as he's playing *Leisure Suit Larry I* and says his dad has promised to buy him the follow-up but only when he's solved the first one. Smart move there, dad. The reader's name is, I think, **K. Chu** and he's from Sutton Coldfield. The question is, what do you need to give Fawn in the disco to sweep her off her feet? The answer is simple: a copy of ZERO, issue four, which will of course impress any woman. The reason: it had a solution to *Larry I* in it, though it didn't list the objects to give to Fawn. Some people need it spelling out, in which case what do you think a girl likes? No, not that! Not till you've tempted her with choccies, a flower and a diamond ring, and then asked her to dance. Watch out for Fawn, though... she drives a hard bargain. Or is it a Ford Cortina?

BLUE BEARD

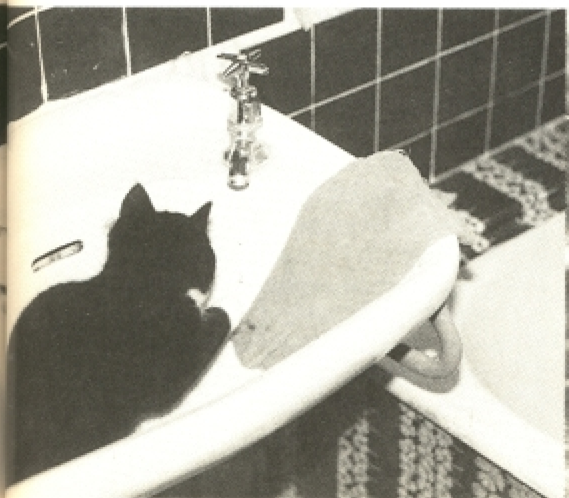
My adventures? *My adventures?* Look, don't flippin' talk to me about my adventures this month, you don't want to know. OK, so I'll tell you anyway. I haven't played *any* 16-bit adventures this month. Not a single flippin' adventure. I'm chewing the carpet in frustration...

What happened was this. Umpteen yonks ago the beloved Teresa, publisher of this organ, bought me a PC machine to have at my country mansion. The suppliers, who shall remain nameless, sent me a VGA monitor but fitted the processor with an EGA card. The monitor lead didn't fit. I sent the lead back to Sean 'Smiler' Kelly at the palatial ZERO offices, who said he'd replace it. Two months went by. I got a replacement lead. It was the same as the first lead. I sent 'Smiler' a diagram of what connections were needed on each end of the lead. Winter came and went. Another lead arrived. It was the same as the first two. Spring arrived. Smiler left ZERO, probably to avoid the problem of my PC lead and took up freelance Sumo wrestling instead. I asked Teresa to sort something out. A replacement lead finally arrived. It fitted! I nervously switched the system on... and nothing happened!



I phoned the suppliers direct. They swore it was the right lead. I just swore. They asked me to examine the EGA card. I did. It was the wrong card. "Send me the right one, "I said. "Send us the other back first, "the company insisted. I sent it back. I went on holiday. Nothing happened. Then a jiffy bag arrived! I ripped it open. It was a spare lead. Now I had two leads but no EGA card. I phoned the suppliers and half the staff seemed to have left the company. That's what a nuisance my PC lead has been, people are changing jobs nationwide just to avoid sorting it out. "We're getting behind with our orders," they told me. "Like the girl on the bacon slicer," I quipped. Anyway, they said they'd look into it. I'm still waiting. All this wouldn't be quite so bad, but now my ST's gone on the blink as well. Hell's teeth and buckets of gunge.

So there you are, that's my adventures this month. I said you wouldn't want to know. I think I'll take up Sumo wrestling instead. Just two chopsticks and a jockstrap and you're in business.

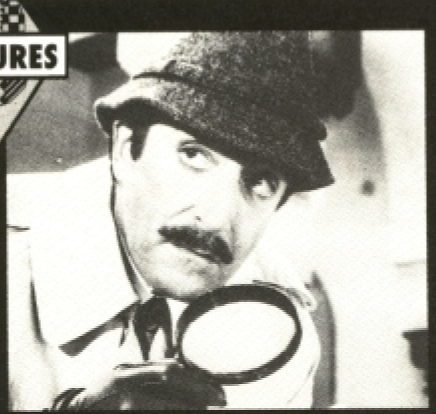






*Lawks!

ADVENTURES



CLUES-EAU

LEURST IN SPACE

Bonjour encore mah leetle 'addocks, an' a vairy feeshy welcerme to mah adventure-type pages in zis, ze magazine of magazines. An' wah, you may wernt to know, iz eet a feeshy welcerme? Zat, mes amis, is a mattair of international security an' cannot be deesclosed. Mah column eet goes into serme very importan' places. Or do ah mean plaices? Ah, le ho-ho, a vairy witful Clueseau-type jocule, n'est-ce pas?
Bert, I merst pert zis levity to one sahd, as ah 'ave a vairy serieuse mattair to reveal to vous, mah leetle jellyfish, which iz zat ze key to mah fahling cabinet az been stolen! Zut alors et merde aussi. Mais oui, zere az been a break-in at mah police 'eadquarters, an so zis mernth ah am clue-less, mes braves! Ah juice 'ave to rely ern Plan B, an' ask vous, mah faithful-type ZERO persons, to step in an' 'elp out. An' now, ovair to mah secetery Anglais, le man avec le beard sur le mush.



ADVENTURE HEALTH WARNING: Reading the following may seriously damage your adventure fun – unless you're completely crap anyway.



Thank you Clueseau, though this month it's more Inspector Clue-less by the sound of things. Never mind, if any of you lot out there can help on any of these problems, either write to me at the usual address or direct to the fellow ZERO reader in distress...

Like **Christopher Beeson**, 20 Crossway, Plympton, Plymouth PL7 4HX. Christopher says: "I am stuck on the first planet in *Space Quest II*, where you meet a little pink man but he runs away. The problem is that when you get to the swamp a monster appears and eats you. Please tell me how to get past this problem."

In the original *Space Quest*, **Steven Batcup** needs to know how to kill Orat. If you know, write to Mr. Batcup at 49 Buckingham Drive, Luton, Beds LU2 9RA.

KRISTAL UNCLEAR

"Your mag is absolutely *fantastic*," says **David Rennie**, who is obviously a man of taste. He's also a man with an Amiga and a copy of *The Kristal*, which he bought when it first came out for the Amiga about a year ago. Trouble is, he's now knackered. He thinks he's found every object there is to find in the game, but is well and truly lost as he hasn't found a way of using any of them. Can anyone anywhere help David? He lives at 12 Merryton Crescent, Nairn, Morayshire, Bonny Scotland.



UBI'S NOT SOFT

You've all heard of Ubisoft, but I bet only a few of you have heard of **Ubi Chenacho** of London SW17. Who cares, 'cos Ubi C's now almost as famous as Ubi S with a single mention in ZERO, the magazine that is to computers what Marks and Spencers is to underpants. Ubi's a proud PC owner... well, he's a PC owner... and has sent in a solution to *King's Quest III*, which he recommends as part of Sierra's *King's Quest* triple pack, not to be confused with a packet of three unless, of course, the cellophane's very strong.



Ubi's sharing his secrets with us and bits of them are written backwards in case some readers don't want to know all the answers. OK, so here we go (here we go, here we go)!

1. Do what the wizard asks you, i.e. feed chickens etc.
2. Once he goes on a journey you'll have to get all the objects that are in the house.
3. Some of the objects in the house are well hidden, inside, under and on top of other things.
4. Switch to slow mode for when you're walking down the winding road, as this makes it easier but you should still save the game regularly.
5. Watch for the eagle that might appear at the end of the path and get the feather it drops.
6. After you've been into the three bears' house and got the porridge and the thimble, stand in the flower bed outside and type: ELBMIHT HTIW WED TEG. Then save the game at this point.
7. Go left towards the desert, but once in the desert turn round so that your back is to the right and make sure you have already typed: ASUDEM OT RORRIM WOHS. The witch soon appears and moves towards you, so press RETURN and watch her turn to stone.



8. Go north and find the cactus and snake-skin.
9. In the shop be sure to: GOD EHT EKORTS.
10. At the sea-shore: RETAW AES FO LLUF PUC A TEG.
11. Directly south of the shop there's a screen which has a tree in it: EOTELTSIM TEG.
12. Now return to the house before the wizard gets back. Use the map for extra speed, and back at the house hide all your collected objects in your room.

STOP

A LAST REQUEST GRINGO...

You may have noticed from my little PC saga that fortune hasn't even smirked at me lately. That's why I need a lot of extra special care and attention next month from all you cherubs out there (especially um... female ones hem hem). It's quite obvious that I care about you all deeply and that at present it's not reciprocated. *(He's still going on about the shower compo. Ed.)* So I would like to receive mountains of hints, tips and any other steamy adventures. Send them to me, The Man With The Beard at ZERO, 14 Rathbone Place, London W1P 1DE.

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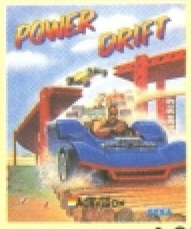
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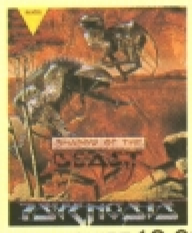
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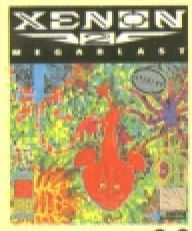
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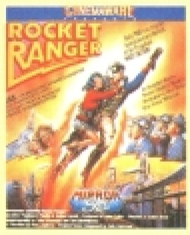


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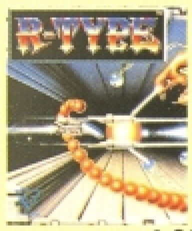
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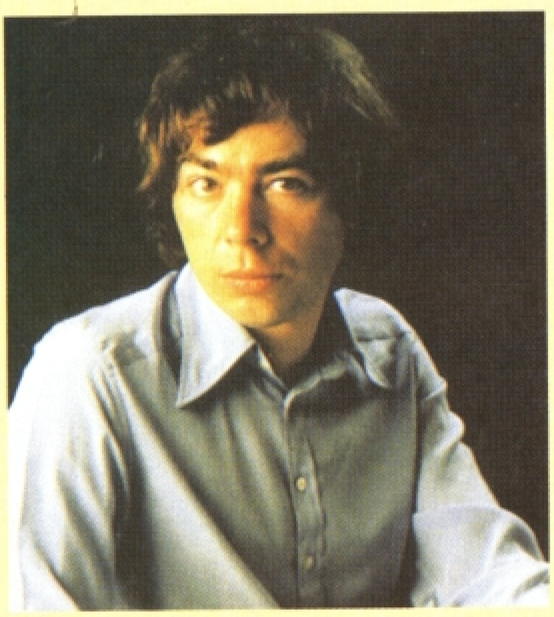


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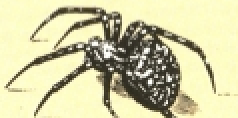




In *Web Of Terror* you're trying to rescue the passengers of a space liner which has rather carelessly got tangled up in a huge spider's web. If you manage to rescue all the passengers, you'll be sent to the planet Arachnia to wipe out the Arachnids. (Spiders to you, mate.) Obviously your success will depend on your knowledge of the eight-legged fiends. So to test you, ZERO has compiled Five Spider Facts. Four of these are true, the other is an out-and-out fib. All you have to do is identify the fake fact and scribble it down on the coupon. Then send it to **Whadda Lodda Legs, ZERO Compos, PO Box 1509, Enfield, EN1 1LQ.** If you don't know the right answer, you won't win and you'll probably be crap at *Web Of Terror* too. STOP

Just to make sure that no one fails to hear about the launch of its terrifying new shoot 'em up *Web Of Terror*, Impressions is offering this really rather flash sound system. Not so much a Ghetto Blaster – more 'a Large Conurbation Blaster' – this JVC PC-X200 includes a CD, 3-band radio, tapedeck and detachable speakers. The winner gets this little beauty and a copy of *Web Of Terror* (Hip Hip Hurrah!). There are also 20 copies of *Web Of Terror* as second prizes (Hip Hurrah!) and 50 *Web Of Terror* T-Shirts for runners-up (Hip!).

SPIDER FACTS



1. A spider captured in Mexico in 1935 lived for an estimated 28 years.
2. The African Sun-Spider can reach speeds of over 10mph which is a lot faster than the sand lizard which it feeds on.
3. The tree dwelling Octoped Spider (Huitus Jambas) which is found in Southern Europe only has one leg and has to drag itself along on its stomach.
4. The smallest spider is the Patu Marplesi which can measure as little as 0.43mm, about the size of a full stop.
5. Some tropical spiders can spin webs with a circumference of more than 18ft.

I'm no arachnid so I think the false fact is number ◯

Name ______________________

Address ______________________

______________________ **Post Code** ________

My computer is an ST ◯ Amiga ◯ PC ◯

SPIDER RULES

- Employees of Dennis Publishing or Impressions who are caught entering will have their legs pulled off – all eight of them.
- All entries received after 31st July 1990 will be cut into paper webs.
- The Editor's decision is as final as a tarantula bite.

yikes!

THE READERS' PAGES

Send all your old crap to Yikes! ZERO, Dennis Publishing, 14 Rathbone Place, London W1P 1DE – there might even be a rather super free 'gift' in it for you (if we feel like it).

HIGHEST JOYSTICK IN THE WORLD

Where we ask you to take a joystick somewhere where oxygen is rather scarce: i.e. upwards. Tut tut. You really have been a bit lazy this month, haven't you? Shame on you all. Still, it'll be good news to Fraser MacDonald and David Harrison – the current record holders. Oh and don't forget, there's a special prize on offer for the first shot of a commercial airline cockpit interior – with the pilot, the altimeter and a joystick all in view (and remember – the holiday season is coming up, so get your skates on if you want to be first).



THE RECORDS SO FAR

Land based (i.e. up a 'mountain'): **3,200 ft** (Fraser MacDonald, ish 6)

Window view from aeroplane: **37,000 ft** (David Harrison, ish 7)

MAD DOG

FIGHTER ACE

Hi. Mad Dog the gung-ho but currently unemployed fighter pilot here.

Over and out. Actually, you can forget the "over and out" bit, because I haven't finished yet. If you read last month's issue you may recall that I've decided to start my own airline: Mad Dog Airways – the only airline whose aircraft fly through 'enemy airspace' and don't give a toss what air traffic control tell them to do. Remember the Jumbo Jet that was shot down over Korea by the Russians? Well, if it had been a Mad Dog Airways plane things might have turned out slightly differently... the attacking Migs would have had a few AIM 9L sidewinder missiles to contend with, you see. And a rear gunner. Yes, aircraft flying under the Mad Dog Airways banner aren't told where they can or cannot go – they fly any route they damn well please.

Anyway, as I was saying last month, our maiden voyage (possibly a low level jaunt over Beirut) won't be taking place for a while – first I need an advertising campaign (to get the passengers flocking in) and some staff. On the staff front I've only had one application so far – from **James Francis Black** of **Co. Antrim** in Northern Ireland (quite near a 'war torn' area that, so well done: brownie points from the word go). James enclosed a CV but didn't specify which job he was after, so I'll have to guess. Let's take a look at the CV in question. Hmmm, "Marital Status: single". That's good, no dependants bleating for compensation after an unsuccessful sortie over Cambodia. Nine 'O' Levels, three 'A' Levels and a degree in Media Studies from the University of Ulster. James enjoys cycling, reading and the visual media – and has a large collection of British and American comics. He believes himself to be an articulate and well educated individual whose personality suits him for a wide range of interesting careers. Tally ho! I've found myself a rear gunner. A dangerous position, I'll admit, but a demanding one too – with absolutely no chances of promotion (unless your idea of promotion is being shot in both eyes while trying to bag a Mig). Well done James. You're 'on board' as they say.

But I still need more staff: a co-pilot for instance, and a navigator – and some pretty air hostesses. Oh, and maybe a substitute rear gunner or two would come in handy. It's your chance to see a bit of action and gain a bit of fame: not many people will be taking the maiden flight – might you be one of them? And who knows, if the mission is successful any survivors may find themselves cradling 50 quidsworth of free software – in fact they will. What a bonus! All courtesy of Mad Dog Airways. Fill in the application form (or send a CV). Potential air hostesses would be wise to enclose a photograph (sorry girls, it's still a sexist old world in the air you know).

Mad Dog Airways **Application Form**

NAME ______________________

ADDRESS ______________________

____

POSTCODE ______________________

Position applied for

☐ **Co-pilot** ☐ **Navigator**

☐ **Stewardess** ☐ **Rear Gunner**

I think I'd be good for the job...

____

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ASTRONOMY CORNER

by PROFESSOR BERNARD NEBULA (Britain's first astronaut)

Remember last month I said I was going to the NASA disco bash with Patrick Moore, Clare Rayner and Heather Couper? And I'd bought a snazzy disco-suit from Milletts especially for the occasion? And I was quietly confident that I'd successfully 'get off' with Heather and end up having a bit of 'how's your father'? Well. I didn't pull it off. As a result I'm sulking and won't, as planned, be bringing you the astounding news I discovered about the new orbiting space telescope. Sulk, sulk. I thought my disco-suit was really trendy, no matter what Heather says. She wouldn't know a fashion item if it landed on her shoulder and did the New Kids Dance. How dare she ridicule me in front of all those eminent NASA scientists – the bitch. I didn't really fancy her in the first place, it's just that she was the only bird at the bash. She's a right old slag anyway... (*That's quite enough of that. Ed.*)

BLACK SHAPE

The Alternative* Letters Page

Phew, whatta scorcher. Far too hot for me, I'm afraid, so I'm booking my holiday somewhere cooler: two weeks in the refrigeration plant at Safeway's in Basildon. That's my idea of a pleasant break – peace, solitude and all the strawberry Yop you could care to drink. First though, your useless letters (only joking)...

Dear Black Shape
I think it's marvellous that a product like Brains Faggots has retained its popularity (and goodness) after all these years. Even though I am a vegetarian, I secretly dream of having a good munch on one while trying to figure out which part of what animal it came from. What do you think?
Justin Mason
Ryde, Isle Of Wight
● THIS WEEKS BLUE PETER RECIPE: *BRAINS FAGGOTS*
Aim a high powered water jet into the eye sockets and up the nostrils of some dead pigs or cows – stuff will soon come trickling back out again. Mix this resultant sludge with any testicles and offal you find lying around on the abattoir floor and gel everything together with gluey flour husk, sawdust and water. Heat it all up and eat it immediately (but preferably get a 'grown up' to eat it for you). **Black Shape.**
(That recipe isn't quite true actually. A worried about getting sued Ed.)

Dear Black Shape
No, no, you mustn't! Please Black Shape, don't OD! Nothing is worth that! Think of the future, think of your bosom pals – and yes, I am one! I was horror-struck to see you so blue and shocked to hear that you were considering ending it all with an overdose of paracetamol tablets and vodka. So, as your anxious friend I felt I had to put pen to paper and beg, nay plead with you not to do it! Why don't you try putting on your favourite piece of music, shutting the garage doors, starting up the engine, then lay back and just doze off peacefully instead? A much better way to go don't you think? And there's no stomach pump afterwards if you fail (perish the thought).
Curly
Crawley, Sussex
● *Thank you for your concern and advice. I tried what you suggested, but it didn't work. Firstly I put on an album that would make me feel sleepy* (Flowers In The Dirt *by Paul McCartney), then I shut the garage doors, climbed into the car and turned on the engine. Sure enough (mostly thanks to Paul McCartney) I had soon fallen fast asleep, but three hours later I woke up again. I'd wasted my afternoon – and flattened the battery in my Sinclair C5: I wonder what I did wrong?* **Black Shape.**

Dear Black Shape
I am writing to you after reading issue six of your mag. I have read all your issues and it is a nice change to have a mag for your favourite machine (Amiga) which is not childish like *Zzap*. But on reading issue six I was deeply angered by an article on page 102 titled *Nostradamus Also Predicts.* In my eyes (and most of my friends) Paul McCartney is absolutely fantastic and we have followed him from the Beatles through Wings to where he is today. If you listen to his last release, the *Flowers In The Dirt* CD, you will realise that it's utterly brilliant. Every track is a classic track. Just listen to *Put It There* or *Motor Of Love* and you will fall in love with his fantastic talent for music. As I said before, I like your mag and would like to continue reading it (so would my friends) so please put an apology in the next issue. It doesn't have to be big.
Stephen Thornber
Blackpool, Lancs
● *Oh dear. Um, don't read the reply to the last letter. No, honestly, don't read it – it's a waste of time. Hey, look over there, what's that on that roof? Oh, it's the first, um, (useless attempt to change the subject) blackbird of summer. What a fine dark plumage! Oh dear, you have read it, haven't you? Okay, here's an apology: sorry. Paul's hit single* Mary Had A Little Lamb *was really good, wasn't it? As was* Mull Of Kintyre *and that lovely Christmas one with all the frogs and Rupert Bear in the video. How did it go now? Oh yes... "ooom pah pah, oom pah pah," (etc).* **Black Shape.**

Dear Black Shape
Warning! This letter has nothing to do with computers, I just thought that since ZERO is a really funny magazine, you might want to hear about this exciting new game I have just developed. With the aid of this game restaurants will never be boring again. I call it Restaurant Cricket. Pick a door or a space through which people pass – this door should be inside and everybody must use it: not just staff. One person bats at a time. Scoring is off people passing through the door...

Waiter/waitress carrying	*one run*
Waiter/waitress not carrying	*out*
Man/woman (customers)	*two runs*
Man and woman	*six runs*
Child	*four runs*
Android	*fifty-four runs*

Shout a lot while you're playing and after a while the waiting staff twig what you're doing and play along. It's more fun with someone who embarrasses easily and, of course, if you're in a very posh restaurant.
Michael Tipping
Snitterfield, Warks
● *Yes, but the game doesn't last quite as long in a very posh restaurant. I should know, I put it to the test – here are my scores in various establishments (varying from very posh to rather scuzzy) followed by the time it took before I was thrown out...*
Restaurant Score Time before being ejected:-
Le Manor Aux Quatre Saisons: One Run/ 12 seconds
L'Escargot: Three Runs/ One minute 22 seconds
The Savoy Grill: Four Runs/ One minute 45 seconds
Langham's Brasserie: Four Runs/ Five minutes flat
Islington Tandoori House: 128 Runs/ Two hours 27 minutes
The Croydon Happy Eater: 3597 Runs/ Closing time stopped play

Dear Blacky
Yesterday I looked in my crystal ball to take a peek at the years to come and saw that within 10 years there will be no more home computers, only consoles! Blimey, I was frightened and stepped on my broomstick and flew to the terrible fortress of consoles: Japan! There I discovered that it was a plan to rule the world! There would be no more original software, only coin-op conversions and games featuring little Italian guys jumping around and eating mushrooms. People would no longer use their brains with games like *Populous, Dungeon Master* and *Sim City* and would grow so stupid they would eat *Mario Bros* cereal food, become poisoned and die (except those smart Japanese blokes). So I nuked the clever little chaps and saved the world. Yeeeaaaaaaaahh!
Bjørn "The Most Wonderful Person In The World" Kuykhoven
Mijdrecht, Netherlands
● *Yeeeaaaaahhh indeed! I don't know about this "The Most Wonderful Person In The World" business, as you always sign yourself. How about Bjørn "One Of The Most Weird People In Holland" Kuykhoven. I know it hasn't quite got the same 'flow', but it's a little bit nearer the truth – let's face it. (Mind you, you've got a point I suppose).* **Black Shape.**

*i.e. rather crap.

BUILDING TIPS

by ROBERT McALPINE JUNIOR

Hello, builders. You'll never believe it, but I'm out! I've escaped from jail. My tunnel plan worked and I'm now a free man – I've just got to lie low for a while. And, as luck would have it, I've got a job that requires me to lie very low indeed – actually beneath the English Channel. Regular readers may recall that I was offered a job by Euro-tunnel chairman Alastair Morton a couple of months ago? Well, the post hasn't been filled and Alistair rightly believes that I'm still the man for the job. He doesn't even mind the fact that I'm on the run and has promised to 'keep mum'. In fact my escape from jail will probably help me in the task of getting the English side of the tunnel finished before the French – after all, I now have first hand tunnelling experience, using nothing but a spoon.

I'm thinking of suggesting that the entire chunnel workforce be equipped with spoons and that the large and cumbersome tunnelling drill be removed. It keeps breaking down and crushing people to death (you can't get crushed to death by a piece of cutlery). Anyway, it'll take a while to actually get to the chunnel site, as I'm travelling on foot and under the cover of darkness – so this gives me the ideal chance to answer all my mail.

First up is my Community Charge Instalment Payment Book. Hmmm, in the bin with that one. Right, who's next? Oh, it's **Martin Ashford** of **Denbury** in Devon, who has this to say...

Dear Robert Junior

I have quite a few problems. I have a few buildings which used to have pigs living in them – but in the recent winds most of the roofs blew away. I would be most grateful if you could answer my questions.

1) I have one slate roof which I have mended except for about 25 slates which have crumbled in my hands. They are about 10 by 20 inches. Where can I get them? My cousin says they are about one quid per slate. Is this true?

2) I also have a blue asbestos roof which has shattered. How much is it per sheet? People tell me it is very dangerous stuff, so what safety precautions should be taken?

3) I have some wooden huts which I want to take down so I can use the wood again to build a greenhouse. How can I dismantle them quickly and carefully?

P.S. Was it you I saw on the roof of Strangeways prison throwing slates at policemen? If so, why don't you give me some?

1) Well, you almost answered your own question – I'm refering, of course, to your P.S. There are piles and piles of slates stacked up, even still, from the riot in April. Buying 25 new slates, as your cousin points out, will cost about £25. If you take a trip to Strangeways you'll be able to pick up the same amount of tiles for precisely £0. And you could combine business with pleasure while you're there and have a picnic or something.

2) Oh. Blue asbestos. Now I don't go along with popular opinion on this one. I think the scientists are wrong. I find blue asbestos to be a highly useful and totally danger free building material. The way I see it is if a builder is worried about asbestos dust then he's in the wrong profession – he should get a desk job. Regarding the cost – um, you can't really buy it anywhere I'm afraid, so you'll have to use corrugated iron instead.

3) Firstly, let me commend you on your ecological awareness. Recycling wood, that's what I like to hear. The quickest way to dismantle wooden huts is to repeatedly drive a dumper truck into them at high speed, but that can be dangerous. I suggest you unscrew all the screws (no matter how rusty and obstinate they prove to be) and pull out all the nails with a trusty pair of pliers. Take your time and allow a month per shed.

P.S. I'd like to say that I was the one wearing the hood, but I can't. I was busy digging my tunnel at the time, you see: the rooftop demonstration was just a little diversion I'd arranged.

So, my trek to Kent is underway. I should be at the Channel Tunnel in time to start work by this time next month. If I'm allowed a totally free hand then we should see the smug grins removed from the faces of the French Channel-Tunnelling workers pretty soon. Till then, build and demolish the Robert McAlpine way. You know it makes sense.

ZERO LAUNCHPAD

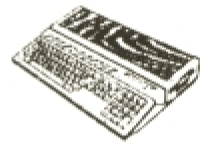
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- PD Virusx 4.0 Virus Killer, just send a stamped, SAE and £1.75 to Shaun Cotton, 293 Weston Road, Weston Coyney, Stoke on Trent, Staffs ST3 6HA. Only for Amigas, sorry STs.
- PC swops: *Speedball, Indy (Adv.), Prophecy* and more! Swap for anything especially Sierra's *Kings Quest* series. Contact Wossisfacials, 154 Roman Road, Basingstoke, Hants RG23 8HG.
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- Amiga contacts wanted. Send list to Ben, 229 Bovingdon Close, London N19 5SN.

PENPALS

- ST contacts wanted to swop games and set up user group, beginners welcome. 100% reply. Write to Craig McMeekin, 42 Merrygreen Place, Stewarton, Ayrshire, Scotland KA3 5EP.
- Yo, easy Sega geezer seeks another dudey computer user. You interested (You should be!)? If so, write to Steve, 22 Riseway Close, Norwich, Norfolk NR1 4NJ. 100% reply guaranteed.
- Amiga contacts wanted interests, games, PD, utilities, demos. All letters answered. Write to P. Rance, 10 Pine Close, Canvey Island, Essex, SS8 9JL.
- Amiga penpals needed for tips, demos, etc. Send lists, disks to Scott, 117 Layston Park, Royston, Herts, SG8 9DY.
- ST contacts wanted to exchange hints, tips and games. 100% reply write to Darren, 95 Malling Road, Snodland, Kent, ME6 5AB. STOS users welcome. Hi to Keith, Dave and Debbie.
- Amiga A500 owner (Beginner) seeks penfriend for 1st Friendship 2nd Swaps, hints. Write with photo; Jon Feaver, Weteringstraat 60, 1017 SP, Amsterdam, Holland.
- Amiga contacts wanted, for swaps, tips etc. Quick reply send lists or disks to Matthew Baine, 110 Retford Road, Harold Hill, Romford, Essex RM3 9NH or phone (04023) 41849 now.
- Lookie here! Amiga contacts wanted. If you're cool and fast you've got a 100% reply. Write to Amstel, Oude Arnhemse bovenweg 6, 3941XM, Doorn, Holland.
- ST contacts wanted. All welcome. Anyone out there interested in starting a fan club or magazine for STs. Write to Defjam, 278 Aylsham Road, Norwich, Norfolk, NR3 2RG.
- Yo ST people! Where were you in issue seven? Never mind for a fast ST contact write to Dominick Hardy, 18 Marine Road, Barmouth, Gwynedd, LL42 1NR.
- Amiga contacts wanted. Swop latest stuff. P.D., utilities, music, demos. Every letter or disk is guaranteed a reply. Beginners most welcome. Help in M/C programming also wanted. Write to Jack Diamond, 18 Walker Road, Ayr, Ayrshire KA8 9LB.
- 17 year old ST and Amiga owner seeks male with either. Phone Sarah on (021) 870568. Or write to The Gnome, 18 Coolroe Heights, Ballincollig, County Cork, Ireland.

WANTED

- Wanted Sega Megadrive, will pay fair price cash. Call (01) 598 8467.
- Wanted Amiga owners to exchange original adventure games. Note: original!Write with lisst to Nigel Nock, Tardis, Abertridwr Road, Caerphilly, Mid Glamorgan CF8 2AP.
- Wanted Atari ST contacts for exchange of PD, Hints, Tips etc. Write to Saracen, 2 Linden Grove, Craigshill, Livingston, West Lothian. I will reply to all letters.
- Wanted Microleague Wrestling for Atari ST. Will pay up to £10. Phone (0234) 64582 after 5pm and ask for Stephen or write to S. Norman at 21 Oak Road, Bedford MK42 OHH.

MESSAGES AND EVENTS

- Desperately wanted the full solution of Mirrorsoft's *Bermuda Project* for ST by 23 year old Greek male; girl contacts acceptable. Address: John Koropoulis, AG, Filothei No 13, Filothei, Athens, Greece, GR154 37.
- Scotland beat World Champions 1-0. Brrr - the very mention of the score makes me go all funny. Say **** off to Randy Ross and Bongo The Mongo from Mike -c-.
- Jon and Christine: it'll be alright on the um... day! Congrats and all the very best for the 19th May from the gels and chappie at Evershot Road.

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- Wanted one girl preferably living around Caegwrle with the first name "Sally" (And she's gotta have long brown hair too) signed; The Polecat.
- Lonely C64 contact seeks a female C64 contact on disk. If you know one tell her Tony Clark, 69 Oxford Road, Goole, North Humberside, England.
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